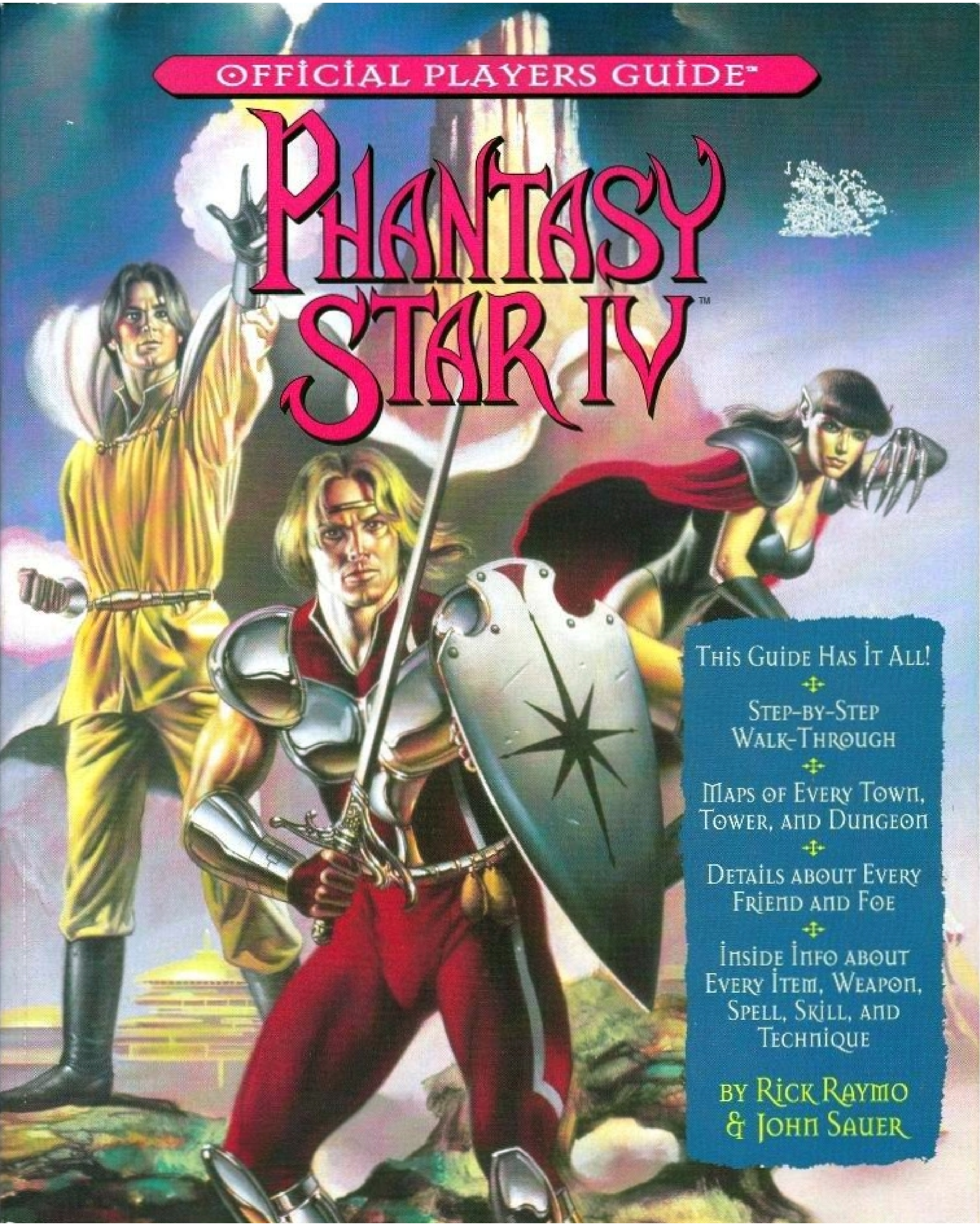
OFFICIAL PLAYERS GUIDE™

PHANTASY STAR IV™

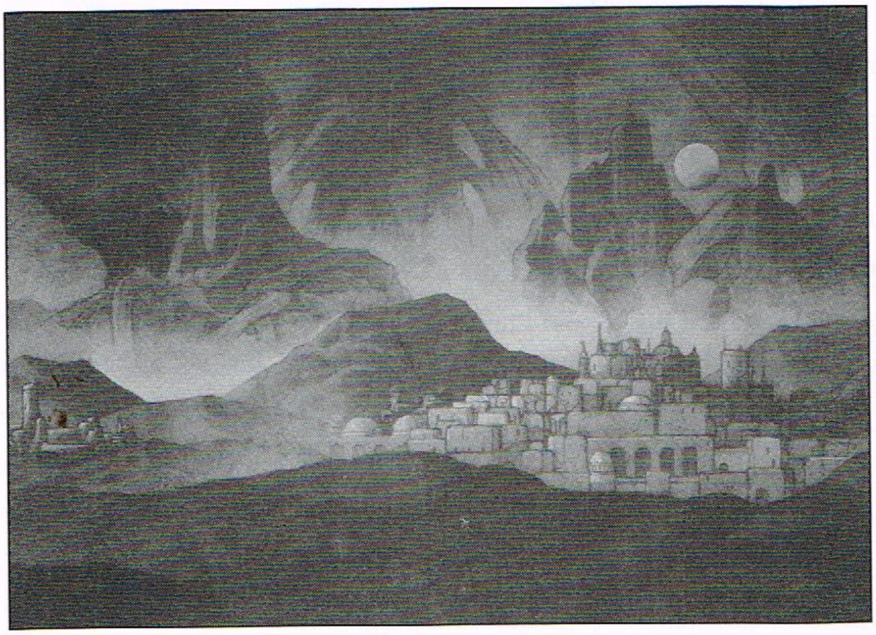


THIS GUIDE HAS IT ALL!

- STEP-BY-STEP WALK-THROUGH
- MAPS OF EVERY TOWN, TOWER, AND DUNGEON
- DETAILS ABOUT EVERY FRIEND AND FOE
- INSIDE INFO ABOUT EVERY ITEM, WEAPON, SPELL, SKILL, AND TECHNIQUE

BY RICK RAYMO
& JOHN SAUER

Introduction



You now hold in your hot little hands Phantasy Star IV: The End of the Millennium Official Players Guide. This strategy book gives you everything you need to know to obliterate Dark Force (not once, but three times) and send the Profound Darkness packing. You get tons of valuable information on the characters, enemies — including bosses — the history of Phantasy Star, items, weapons, armor, and the important Skills and Techniques that mean the difference between flatlining and victory. Best of all, there's the complete walk-through — from start to finish — that gives you a step-by-step path through this vast game. It includes details of every mission for the Hunter's Guild and maps of all the mazes, dungeons, space stations, towns, and every meaningful area you'll visit. It's the way a guide should be — comprehensive — and the following pages have that in spades. The only thing missing from this book is an option that makes us climb on a plane, fly to your house, sit down in front of your tube, and play the game for you (which we'll consider for the right amount of Meseta). Enjoy!

Rick Raymo and John Sauer
January 24, 1995

Acknowledgements

I would like to offer hearty thanks to: my buddy (well, OK, wife) Evie for her patience and sanity through the course of this project, Jaime Wojick (yup, a third planet) and the other fine folks at Sega of America (you know who you are), Willem Knibbe and the rest of the solid crew at Infotainment World Books, John Sauer for his terrific work and sense of calm in this strange and wonderful co-authoring experience, my terrific parents for thinking that playing games for a living is rational, and, lastly, Lee Lonnes (my young brother-in-law) for being the friend and goof that deleted my almost-finished saved-game on the original Phantasy Star for the Master System back in 1988 (I told you you'd never live it down).

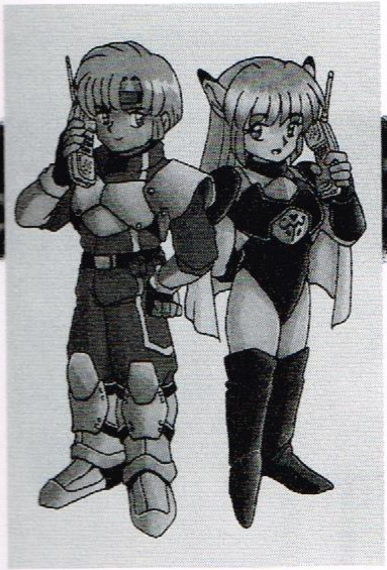
Rick Raymo

In 1988 I was lucky enough to be part of the American development team for Phantasy Star I for the Sega Master System. Over the last six years, I have followed the progression of the battle against Dark Force with all the pride a parent feels seeing their children grow tall. If the first PS was a good kid, then PS IV is a grand adult. Now the Laconian Sword that has been held by each Phantasy Star warrior, the Sword of Alis/Orakio/Elysidion, is in your hands. Use it wisely.

I would like to thank Jaime Wojick and Clint Dyer from Sega for their assistance in tracking down Phantasy Star games, art, and history, and for being able to take it as well as they dish it out; to Willem Knibbe at Infotainment World Books for keeping it all tied together; and to Rick Raymo, co-author, for being a good player, writer, and friend.

On the home front, credit is deserved by my wife Theresa. Credit also goes to my daughters Samantha and Margaret Mary, and my son Anthony for having patience and understanding when daddy was working way late and needed to write. And last but not least, I'd like to thank my parents, who gave me the power to write my own future.

John Sauer



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Rick Rayner

CHAPTER 1

The History of Phantasy Star

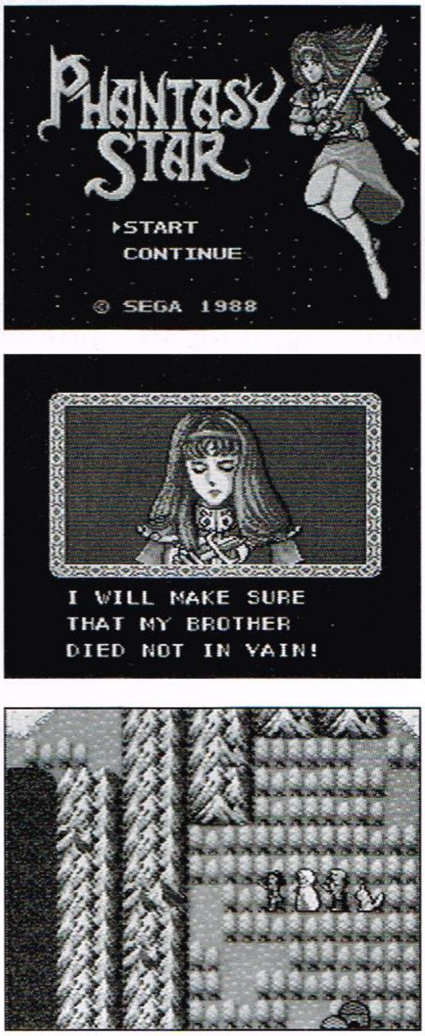
The long, long struggle of ancient times finally ended.

Four bells tolled. Four torches were lit.

And the victor sacrificed the vanquished to the heavens . . .

In 1988, Sega changed the way gamers play role-playing games with Phantasy Star for the Sega Master System. It was the first RPG to offer 3-D dungeon crawls, face-to-face battles, and intermission graphics that told the story in comic book-like form.

It was the story of Alis Landale, a young woman during Space Century 342 on the planet of Palma. Her brother Nero was murdered by soldiers of the evil King Lassic in the streets of fabled Camineet. Alis took up her sword in vengeance and began an epic adventure to defeat Dark Force, an all-pervasive evil that had entered the Algo Star System.



I WILL MAKE SURE THAT MY BROTHER DIED NOT IN VAIN!

The first Phantasy Star told the story of Alis Landale and her battle against Dark Force.

Phantasy Star II followed a year later (and 1,000 years in game time) on the Genesis. Humanity had progressed to a highly technologically oriented state. The planetary control systems had begun to let monsters roam all three worlds. A young man who dreamed of Alis went out with his friend, a half-human named Nei (who looks startlingly like Rika in PS IV), to fix the Mother Brain. They encountered Dark Force instead. In the course of their adventures, the planet Palm (or Palma) was destroyed, and mankind was thrown into a major technological decline.

Technically speaking, Phantasy Star III: Generations of Doom and Phantasy Star IV: The End of the Millenium take place at the same time. But look at the games and the storylines, and it's hard to believe that this is true. So we'll state here for the record that Phantasy Star III is an alternate-universe game where the technological decline had a different effect than what you will see in PS IV. It was the story of Prince Rhys and two generations of warriors after him. They took an epic journey to stop Dark Force from destroying the last strongholds of mankind.

PHANTASY STAR II
TM
© SEGA 198

A young girl is battling a giant demon. I am close by, but can't move or speak! All I can do

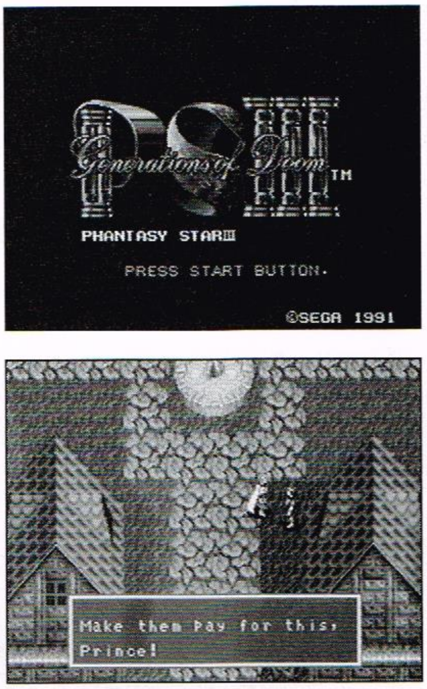
Phantasy Star II takes up the tale after technology has advanced significantly in the Algo system.

Taking place 2,000 years after PS I, Phantasy Star IV is the culmination of the series. It is the tale of Chaz, a young monster hunter whose adventures throw him into battle with Dark Force and the power behind it, the Profound Darkness.

Of all the Phantasy Star games, IV is the closest in form and content to the original. Bits and pieces of Palma still float around the Algo (or do you say Algol?) Star System as an asteroid belt. Players of the original will recognize the statues and tributes to Alis Landale throughout the game. Two of the original characters, Myau and Noah, have roles in Phantasy Star IV. You'll see Myau as the "Old Man" of Myst Vale on Dezolis, once called Dezoris. And your character Rune, the Esper Wizard, is the incarnation of Lutz, the Esper originally called Noah in Phantasy Star I. Lassic has also been reincarnated along with the original Air Castle, but he is now called Lashiec.

Why the differences in names and spellings? Chalk it up to the linguistic drift of 2,000 years…or to the fact that the game was created in Japan and translated for America! But, like all the Phantasy Star games, you don't have to know the history to play or enjoy the game. It stands alone as one of the finest RPGs ever made for the Genesis.

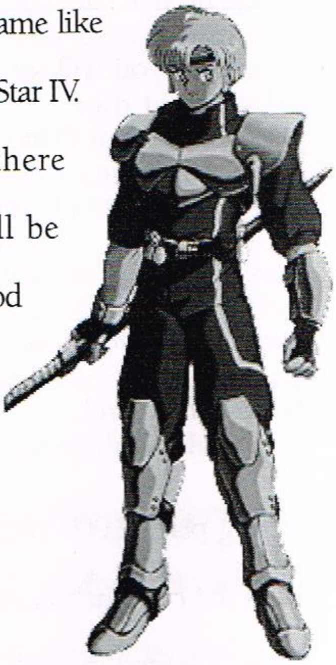
For starters, at 24 megs, it's the largest battery-backed Genesis cart available. The game takes you to the top and bottom of three worlds, two space stations, and a floating Air Castle. You explore dozens of towers and dungeons. The intermission graphics are state-of-the-art anime presented in panelized, living comic form. The enemy attacks and your attacks are animated. You can set up macros of pre-defined attacks, combining your party's magic and weapons, or combine magic attacks for super-powerful combination attacks.



Make them pay for this, Prince!

Phantasy Star III, Generations of Doom, takes you 1,000 years further into the future. Now technology is only an echo of the past.

If you forget your mission, there's the Talk feature, which gives you a quick recap of what you are supposed to do. And you have the use of 11 characters throughout the game. There has never been a Genesis game like Phantasy Star IV. Maybe there never will be again. Good luck, good gaming, and don't let the Profound Darkness through.



CHAPTER 2

Characters

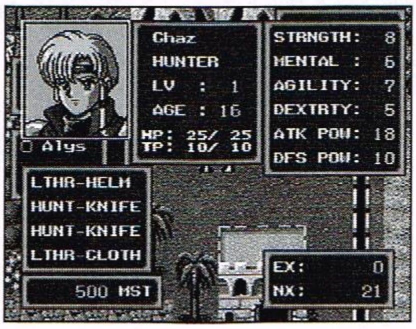
Throughout the course of Phantasy Star IV,

you'll be able to control the fates of 11 characters.

They are a mix of male and female, human and non-human.

Each has unique characteristics and can use a variety of items and spells.

CHAZ ASHLEY



Chaz
HUNTER
LV : 1
AGE : 16
HP: 25/ 25
TP: 10/ 10
STRNGTH: 8
MENTAL : 6
AGILITY: 7
DEXTRTY: 5
ATK POW: 18
DFS POW: 10
Alys
LTHR-HELM
HUNT-KNIFE
HUNT-KNIFE
LTHR-CLOTH
500 MST
EX: 0
NX: 21

AGE: 16

RACE: Human

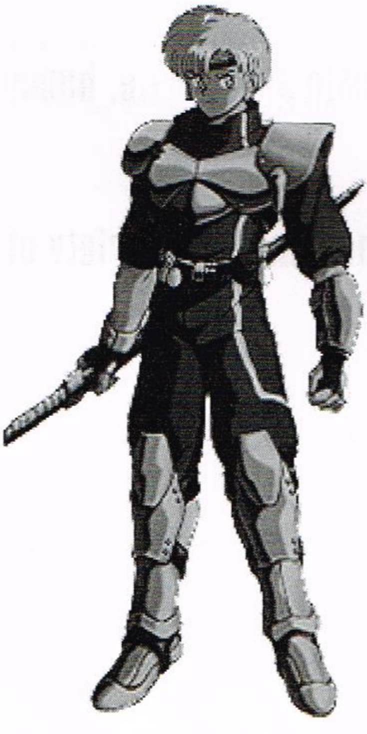
STATUS: Guild-Licensed Hunter

TECHNIQUES: Res, Tsu

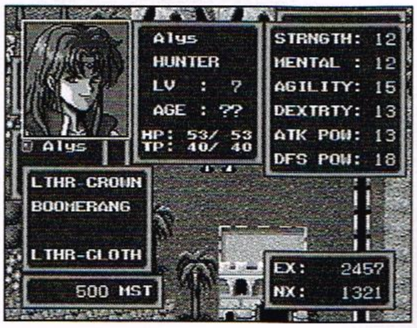
SKILLS: Earth, Crosscut

Chaz is a former street rat who managed to gain a career under the study and guidance of Alys Brangwin, the most famous monster hunter on Motavia. At 16, he is a fast learner, with a temper that is as quick as his sword. Phantasy Star IV is the story of his destiny to become the champion selected to battle Dark Force and save the Algo Star System.

Chaz excels with blade weapons and is especially powerful when using two-handed swords. Though he can equip shields, he is better off without them.



ALYS BRANGWIN



Alys
HUNTER
LV : 7
AGE : ??
HP: 53/ 53
TP: 40/ 40
STRNGTH: 12
MENTAL : 12
AGILITY: 15
DEXTRTY: 13
ATK POW: 13
DFS POW: 18
Alys
LTHR-CROWN
BOOMERANG
LTHR-CLOTH
500 MST
EX: 2457
NX: 1321

AGE: She Ain't Telling!

RACE: Human

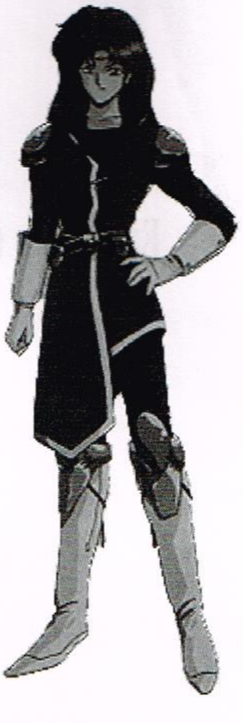
STATUS: Guild-Licensed Master Hunter

TECHNIQUES: Foi, Shift, Saner

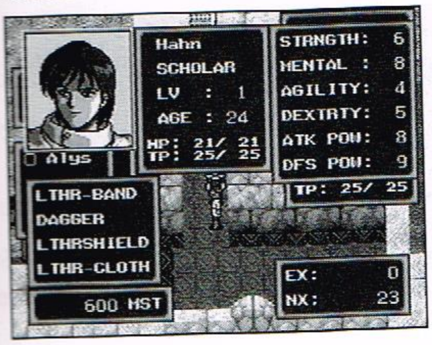
SKILLS: Vortex

Alys "Of The Eight Strokes" Brangwin is the most famous monster hunter on Motavia. Not much is know of her past, but her exploits are known far and wide. She drives a hard bargain but is very fair. She took Chaz under her wing a long time ago and brought out his true nature as a swordsman. When he had matured, she made him a partner in her business. And that was the real start of their adventures.

Alys is a master of thrown weapons. Her two-weaponed attack with Boomerang or Slicer is truly lethal.



HAHN



```
Hahn            STRNGTH:  6
SCHOLAR         MENTAL :  8
LV  :  1        AGILITY:  4
AGE : 24        DEXTRTY:  5
HP: 21/ 21      ATK POW:  8
TP: 25/ 25      DFS POW:  9
☐ Alys          TP: 25/ 25
LTHR-BAND
DAGGER
LTHRSHIELD
LTHR-CLOTH      EX:       0
600 MST         NX:      23
```

AGE: 24

RACE: Human

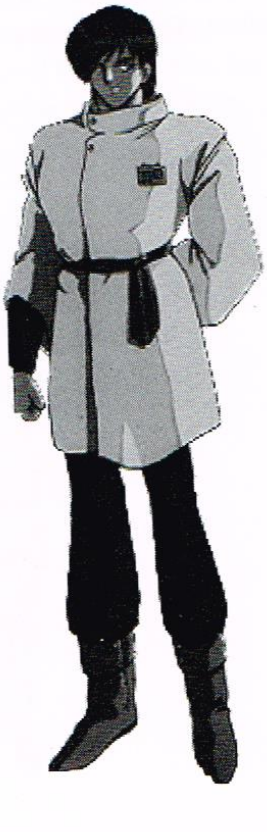
STATUS: Scholar

TECHNIQUES: Res, Gelun

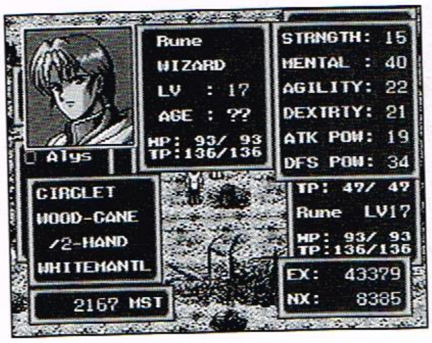
SKILLS: Vision

Hahn is an altruistic son of an armorer from Krup. He came to the university so he could learn about and end the problems Motavia was facing. He carries a spicy temper but always tries to do the right thing. He is more rational than Chaz but not as brave. He puts aside his fears when he battles with your party. The involvement of his professor in the mysteries of Birth Valley brings Hahn into your adventure.

Hahn favors smaller weapons, such as daggers, but he can carry and attack with two. He also develops fairly powerful defensive spells.



RUNE WALSH



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Rune            STRNGTH: 15
WIZARD          MENTAL : 40
LV  : 17        AGILITY: 22
AGE : ??        DEXTRTY: 21
HP: 93/ 93      ATK POW: 19
TP:136/136      DFS POW: 34
☐ Alys          TP: 47/ 47
CIRCLET         Rune   LV17
WOOD-CANE       HP: 93/ 93
 /2-HAND        TP:136/136
WHITEMANTL      EX:   43379
2167 MST        NX:    8385
```

AGE: Who Knows?

RACE: Human Dezolian

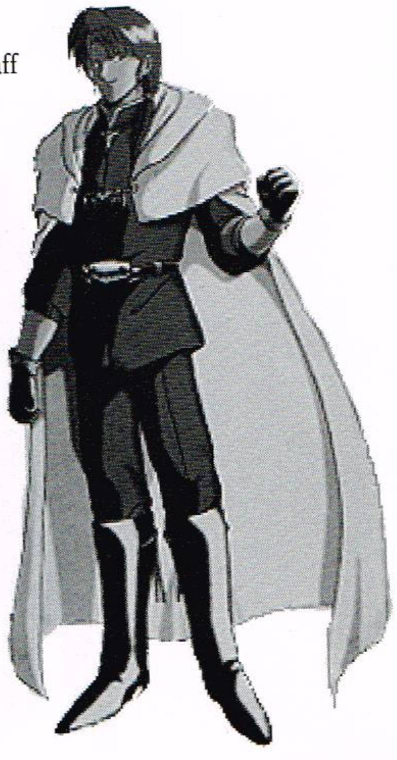
STATUS: Esper Wizard

TECHNIQUES: Foi, Wat, Gra, Arows, Hinas, Ryuka

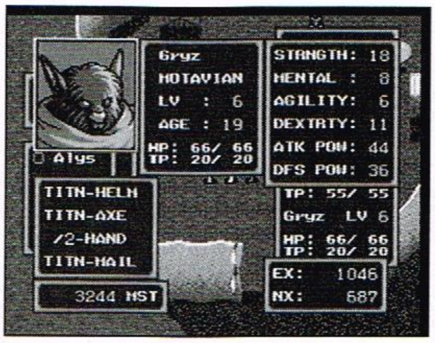
SKILLS: Flaeli, Hewn

Rune is one of the most mysterious members of your party. He is a cocky magician who knows true magic. He also knows Alys from a long time ago. Was it romance? Neither one is about to divulge any details. He and Chaz fight a lot early in the game. He gains more respect for Chaz as Chaz gains experience, and Rune plays a large part in selecting Chaz as Champion of the Algo System.

Rune is a type of magician known as an Esper. He is the living incarnation of Lutz, who was originally named Noah and was the first Esper to battle Dark Force 2,000 years ago. His memories of Lutz live on in a Telepathy Ball hidden deep in Esper Mansion on the planet Dezolis. His weapon is a staff and delivers simple blows, but his Skills and Techniques are very impressive.



GRYZ



```
Gryz           STRNGTH: 18
MOTAVIAN       MENTAL :  8
LV  :  6       AGILITY:  6
AGE : 19       DEXTRTY: 11
HP: 66/ 66     ATK POW: 44
TP: 20/ 20     DFS POW: 36
Alys
TITN-HELM      TP: 55/ 55
TITN-AXE       Gryz   LV 6
 /2-HAND       HP: 66/ 66
TITN-MAIL      TP: 20/ 20
               EX:    1046
3244 MST       NX:     687
```

AGE: 19

RACE: Native Motavian

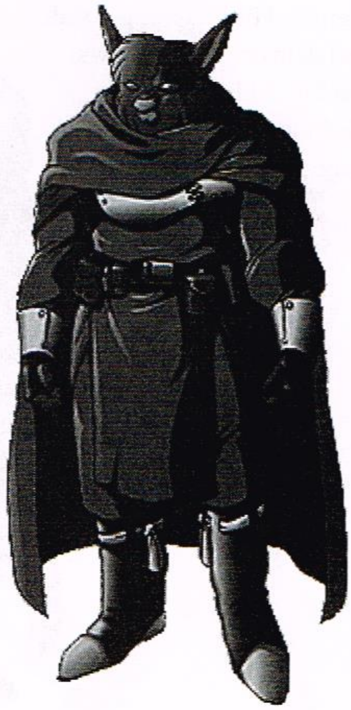
STATUS: Motavian Soldier

TECHNIQUES: Brose

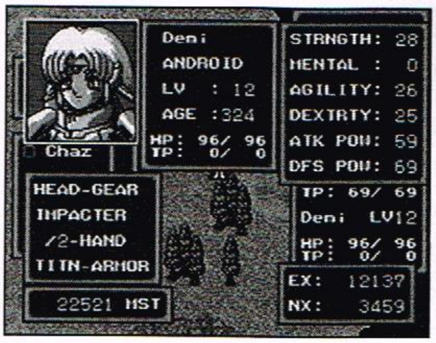
SKILLS: Crash

Gryz is a strong, usually silent Motavian who lives to avenge his parents. They were killed when Zio destroyed the village of Molcum. You find Gryz in Tonoe with his younger sister, who stays in the town. The Motavians have come far in 2,000 years. In the first Phantasy Star, they were meek farmers and barbarians. Gryz is a proud warrior with a deep sense of honor and dignity.

Gryz relies on brute strength to power heavy, edged weapons, such as battle axes. His War Cry Skill, developed later in the game, increases his attack strength tremendously.



DEMI



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Demi           STRNGTH: 28
ANDROID        MENTAL :  0
LV  : 12       AGILITY: 26
AGE :324       DEXTRTY: 25
HP: 96/ 96     ATK POW: 59
TP:  0/  0     DFS POW: 69
Chaz
HEAD-GEAR      TP: 69/ 69
IMPACTER       Demi   LV12
 /2-HAND       HP: 96/ 96
TITN-ARMOR     TP:  0/  0
               EX:   12137
22521 MST      NX:    3459
```

AGE: 324

RACE: Female Android

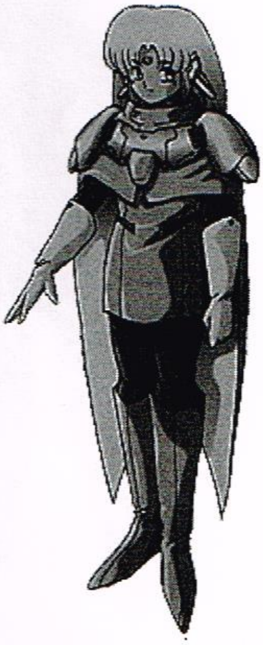
STATUS: Planetary Systems Control

TECHNIQUES: None

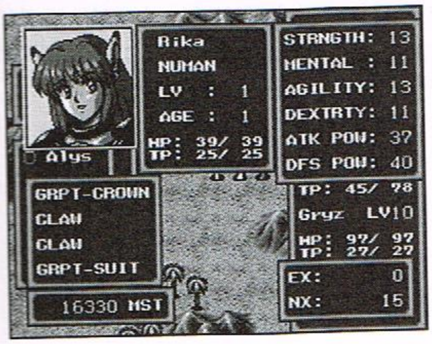
SKILLS: Recover, Statis Beam, Spark, Barrier, Medice

Demi is the first man/machine construct to join your party. You must free her from Zio's evil clutches. She is as wise as her years but lighthearted enough to have some fun now and then. She will guide you in your first experiences of old technology and get you the Land Rover.

She cannot use Techniques because they are human based, but she does have a powerful array of Skills. Medice will come in handy if your whole party is on the verge of death. Her Phonom attack skill, gained when you find the Phonomezer in the Plate Center, gives her the ability to join with Chaz's Airslash attack to create the Silent Wave combo attack.



RIKA



```
Rika          STRNGTH: 13
NUMAN         MENTAL : 11
LV  :  1      AGILITY: 13
AGE :  1      DEXTRTY: 11
HP: 39/ 39    ATK POW: 37
TP: 25/ 25    DFS POW: 40
Alys
GRPT-CROWN    TP: 45/ 78
CLAW          Gryz  LV10
CLAW          HP: 97/ 97
GRPT-SUIT     TP: 27/ 27
              EX:      0
16330 MST     NX:     15
```

AGE: 1

RACE: Numan

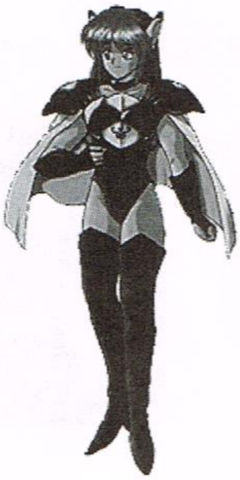
STATUS: Warrior

TECHNIQUES: Res, Saner, Deban

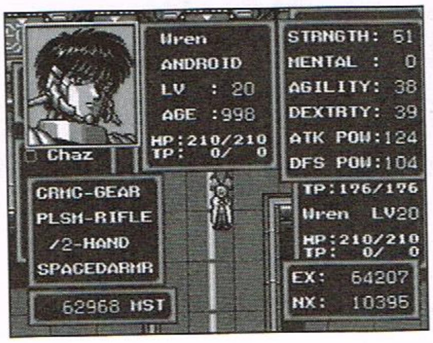
SKILLS: Illusion, Double Slash, Eliminate, Disrupt

Rika is a genetic construct created by Seed, the last living computer on Motavia, and incorporates all that is best among humans. She was made fully grown and had never seen the surface until she joined your party. Like Demi, she is well-versed in technology and has been in touch with the satellites in the Algo System. She is also well acquainted with another Android, Wren, who joins your party later on. Rika is a strong mix of warrior and magic user. She has strong healing and attack Techniques and Skills. She is the most verbal of the group.

Rika favors claw weapons. Her attacks are devastating, especially when you get the Silver Tusk, a weapon handed down from generation to generation of Musk Cat after the first battle with Dark Force. Her Double Slash attack can turn the tide of battles.



WREN



```
Wren          STRNGTH: 51
ANDROID       MENTAL :  0
LV  : 20      AGILITY: 38
AGE :998      DEXTRTY: 39
HP:210/210    ATK POW:124
TP:  0/  0    DFS POW:104
Chaz
CRMC-GEAR     TP:176/176
PLSM-RIFLE    Wren  LV20
 /2-HAND      HP:210/210
SPACEDARMR    TP:  0/  0
              EX:  64207
62968 MST     NX:  10395
```

AGE: 998

RACE: Android

STATUS: Satellite Control and Planetary Systems

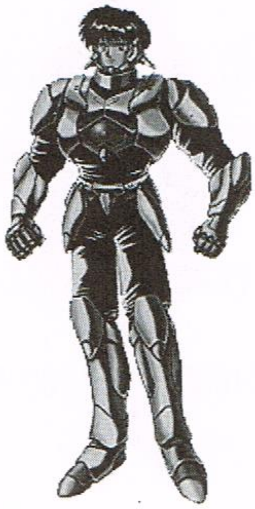
TECHNIQUES: None

SKILLS: Recover, Flare, Spark, Barrier

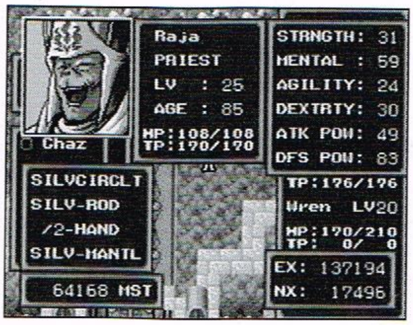
Wren, created during the last Dark Force cycle, is the oldest member of your party. Though somewhat lacking in humor, Wren is very cool-headed and provides factual data on just about everything you encounter. He served as Demi's mentor. She refers to him as Master Wren. Wren will get you the Ice Digger and the Hydrofoil.

His weapons are gunlike, and some can attack multiple enemies with great power.

Wren's most powerful attack Skill is Spark. But if you find a good multiple attack weapon, use it for most of his battles.



RAJA



```
Raja          STRNGTH: 31
PRIEST        MENTAL : 59
LV  : 25      AGILITY: 24
AGE : 85      DEXTRTY: 30
HP:108/108    ATK POW: 49
TP:170/170    DFS POW: 83
□ Chaz
SILVCIRCLT    TP:176/176
SILV-ROD      Wren  LV20
 /2-HAND      HP:170/210
SILV-MANTL    TP:  0/  0
              EX: 137194
  64168 MST   NX:  17496
```

AGE: 85

RACE: Dezolian

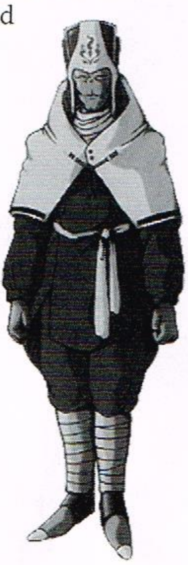
STATUS: Priest

TECHNIQUES: Res, Anti, Rimpa, Sar

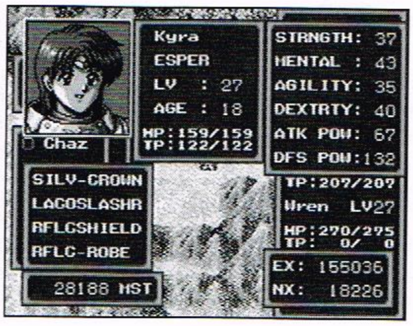
SKILLS: Blessing, Holyword, Miracle, Ataraxia

This sarcastic, wise-cracking old priest has a lot of wisdom and power hiding behind his demeanor. You meet Raja after you crash a space ship on his temple. He joins you for the adventure and will serve you well as a source of information on Dezolis.

Raja uses a staff for a weapon. His real power is magic. He can deliver crippling attacks and great healings, and he even gains a spell that lets him replenish MP.



KYRA TIERNEY



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Kyra          STRNGTH: 37
ESPER         MENTAL : 43
LV  : 27      AGILITY: 35
AGE : 18      DEXTRTY: 40
HP:159/159    ATK POW: 67
TP:122/122    DFS POW:132
□ Chaz
SILV-CROWN    TP:207/207
LACOSLASHR    Wren  LV27
RFLCSHIELD    HP:270/275
RFLC-ROBE     TP:  0/  0
              EX: 155036
  28188 MST   NX:  18226
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AGE: 18

RACE: Human

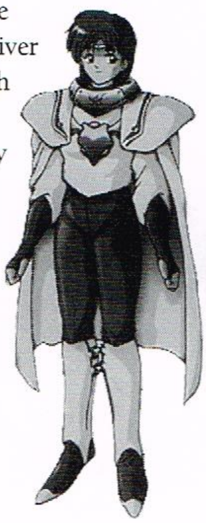
STATUS: Esper Magician

TECHNIQUES: Res, Foi, Anti, Rimpa, Gires, Gifoi, Gra

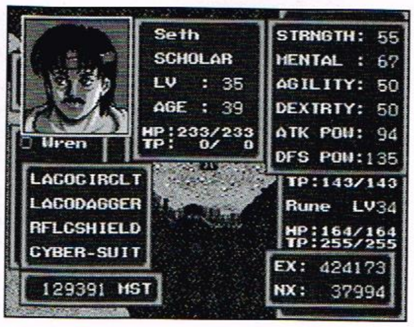
SKILLS: Medice, Flaeli, Telele, Hewn

Like Rune, Kyra is an Esper Magician. You find her as she tries to fight her way through the Carnivorous Forest on Dezolis. She has no idea (neither do you) that Rune is Lutz, their spiritual leader. She is an idealist who will do everything in her power to stop the Black Energy Wave that is causing a Zombie plague.

In addition to powerful healing spells, Kyra can use true magic and deliver vicious attacks with Slicer weapons. If you lead your party with Wren armed with a multiple attack weapon and follow with Kyra attacking with Slicers, you will deliver crippling attacks from the start.



SETH



```
Seth          STRNGTH: 55
SCHOLAR       MENTAL : 67
LV  : 35      AGILITY: 50
AGE : 39      DEXTRTY: 50
HP:233/233    ATK POW: 94
TP:  0/  0    DFS POW:135
□ Wren
LACOCIRCLT    TP:143/143
LACODAGGER    Rune  LV34
RFLCSHIELD    HP:164/164
CYBER-SUIT    TP:255/255
              EX: 424173
 129391 MST   NX:  37994
```

AGE: 39

RACE: Human?

STATUS: Traveling Archeologist

TECHNIQUES: None

SKILLS: Shadow, Corrosion, Mindblst, Dthspell

Seth is a mystery man you encounter at the Soldier's Temple in Motavia. The Temple is in the middle of an uncrossable (unless you have a Hydrofoil) lake. He says he is an archeologist. But look at his Skills. They're pretty deadly. It's obvious that Seth is more than he appears to be.

He has no Techniques, which is typical of nonliving (or construct) creatures. And his Skills are all deadly in nature. Just who is Seth, anyway?

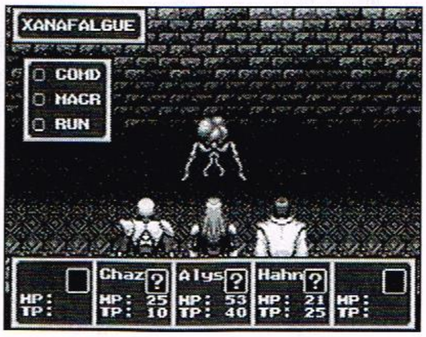
My name is Seth.
I'm a traveling archeologist.

CHAPTER 3

Enemies

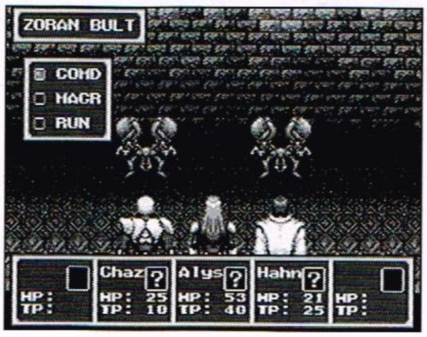
No Phantasy Star game would be complete without a stable of evil monsters to challenge your every step. We thought it would be a great help for you to see the enemies in the order you'll meet and beat them. We've included the Hit Points (HP) it'll take to get them off your back (with the exception of the bosses) and the best ways to trounce them (when there are unusual methods involved). You can also find out in advance your reward for beating the bad guys because we tell you the Experience Points (EP) and Mesata (M, bucks) you'll get once you slash, hack, or spell your way to victory. Good luck, and bust a couple of mutants for us!

XANAFALQUE


XANAFALGUE
COMD
MACR
RUN
Chaz HP: 25 TP: 10
Alys HP: 53 TP: 40
Hahn HP: 21 TP: 25

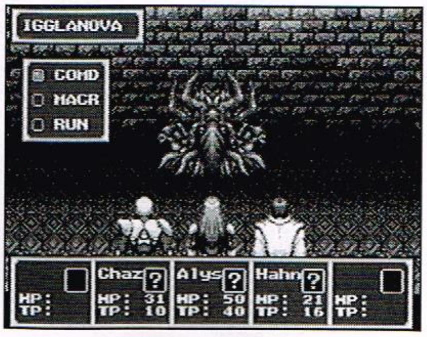
★ You'll first come upon the Xanafalque in the Motavian Academy's Basement. A Normal Attack is suitable for taking them out. They'll take 16HP to kill. These buggers each give you 3EP and 2M.

ZORAN BULT


ZORAN BULT
COMD
MACR
RUN
Chaz HP: 25 TP: 10
Alys HP: 53 TP: 40
Hahn HP: 21 TP: 25

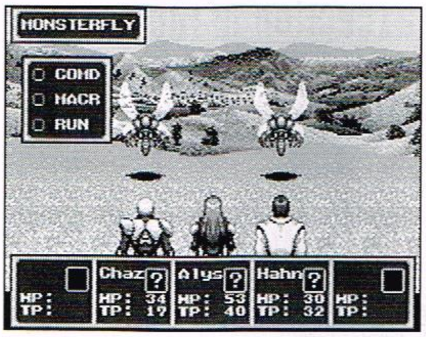
★ The Zoran Bult are first found in the Motavian Academy's Basement. They are easily taken on with a Normal Attack. Finish them with attacks that deliver at least 25HP worth of damage. Each two-headed brainpan gives you 4EP and 3M each.

IGGLANOVA


IGGLANOVA
COMD
MACR
RUN
Chaz HP: 31 TP: 10
Alys HP: 50 TP: 40
Hahn HP: 21 TP: 16

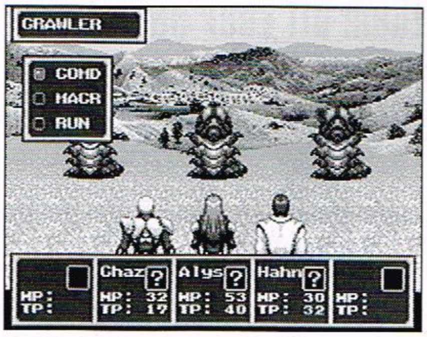
★ The Igglanova is the boss of the Motavian Academy's Basement (you'll also find it at the Birth Valley entrance in the town of Zema). On your first pass, use Alys' Saner to get the edge on attacks, have Chaz attack, and use Hahn's Gelun to knock down the boss's attack strength. Your next attack is aimed at the host (the boss fissions). Have Alys use Foi, Chaz attack, and Hahn attack. The boss takes 300HP to finish. You get 63EP and 58M for your efforts.

MONSTERFLY


MONSTERFLY
COMD
MACR
RUN
Chaz HP: 34 TP: 19
Alys HP: 53 TP: 40
Hahn HP: 30 TP: 32

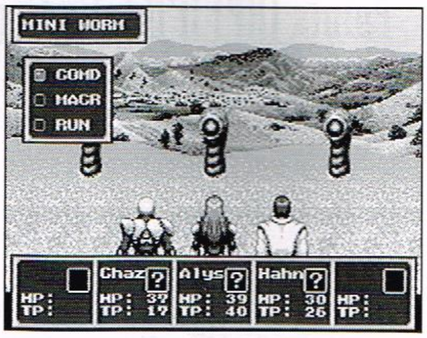
★ You first meet the dreaded Monsterfly between Piata and Birth Valley. Each fly takes 20HP to kill using a Normal Attack. You get 9EP and 8M for every fly swatted.

CRAWLER


CRAWLER
COMD
MACR
RUN
Chaz HP: 32 TP: 19
Alys HP: 53 TP: 40
Hahn HP: 30 TP: 32

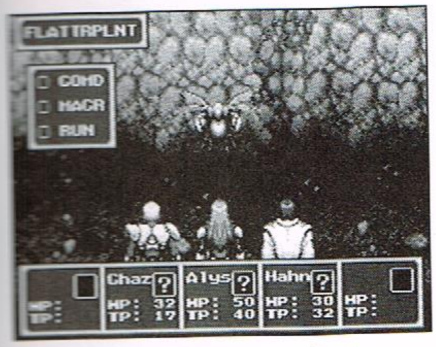
★ The multilegged Crawler is first found between Piata and Birth Valley. Using a Normal Attack, take them out with 25HP each. The booty? You get 16EP and 15M for every squashed bug.

MINI WORM


MINI WORM
COMD
MACR
RUN
Chaz HP: 39 TP: 19
Alys HP: 39 TP: 40
Hahn HP: 30 TP: 26

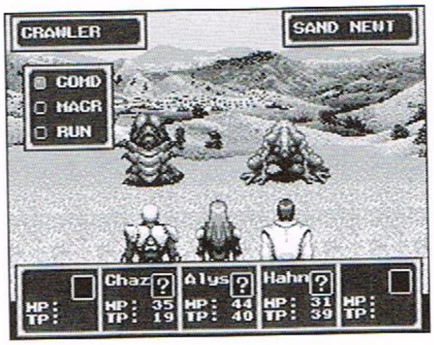
★ You'll hook your first Mini Worm on the trip from Piata to Birth Valley. Each takes 25HP to kill. Grub farming gets you 12EP and 13M for every annelid taken down.

FLATTRPLNT


FLATTRPLNT
COMD
MACR
RUN
Chaz HP: 32 TP: 17
Alys HP: 50 TP: 40
Hahn HP: 30 TP: 32

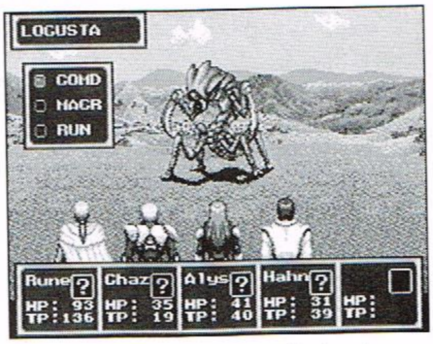
★ This grumpy vegetation is first encountered in Birth Valley. Take it out with 32HP using a Normal Attack. For each herb defeated, you get 15EP and 30M.

SAND NEWT


CRAWLER
SAND NEWT
COMD
MACR
RUN
Chaz HP: 35 TP: 19
Alys HP: 44 TP: 40
Hahn HP: 31 TP: 39

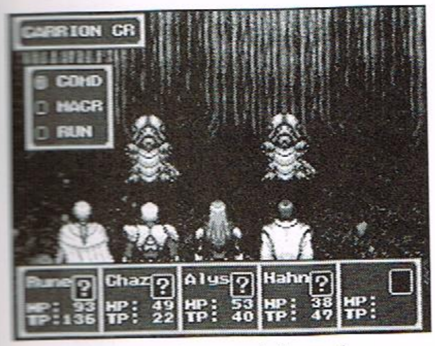
★ The trip to Molcum gives you your first introduction to the Sand Newt. Give it a 41HP whack and a Normal attack. Taking out each orange salamander gets you 31EP and 40M.

LOCUSTA


LOCUSTA
COMD
MACR
RUN
Rune HP: 93 TP: 136
Chaz HP: 35 TP: 19
Alys HP: 41 TP: 40
Hahn HP: 31 TP: 39

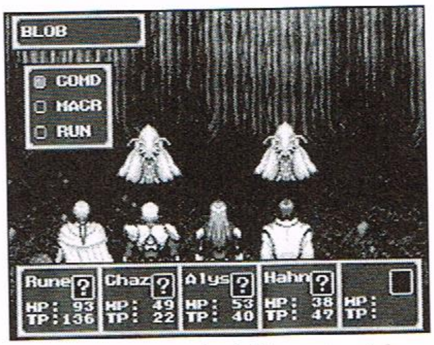
★ This voracious insect with the sharp claws is first found on your trip to Krup. Stomp it with 68HP and a Normal Attack. Each bug crushed nets you 19EP and 21M.

CARRION CR


CARRION CR
COMD
MACR
RUN
Rune HP: 93 TP: 136
Chaz HP: 49 TP: 22
Alys HP: 53 TP: 40
Hahn HP: 38 TP: 47

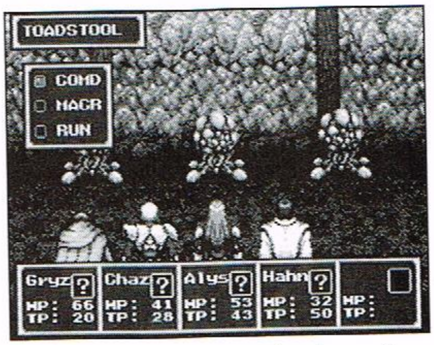
★ The Carrion CR is multilegged, mean, and green. It is first found on your trip through the Valley Maze on the way to Tonoe. Every Carrion CR can be taken out with 35HP using a Normal Attack. Kick each caterpillar's butt and you get 21.5EP and 48M.

BLOB


BLOB
COMD
MACR
RUN
Rune HP: 93 TP: 136
Chaz HP: 49 TP: 22
Alys HP: 53 TP: 40
Hahn HP: 38 TP: 47

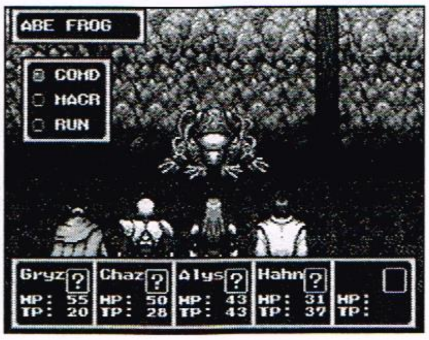
★ These guys may look like cute, pink piles of frosting, but they're Blobs, they're on the attack, and you first see them in the Valley Maze. Show 'em who's boss with 19HP and a Normal Attack. Give them the icing and you get 14.5EP and 40M.

TOADSTOOL


TOADSTOOL
COMD
MACR
RUN
Gryz HP: 66 TP: 20
Chaz HP: 41 TP: 28
Alys HP: 53 TP: 43
Hahn HP: 32 TP: 50

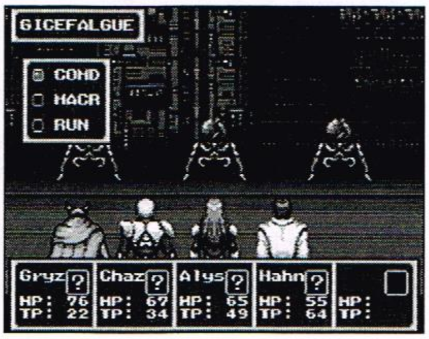
★ These mutant green-and-red growths are Toadstools, and you first find them in the Basement under Tonoe. Give them each 64HP using a Normal Attack. For your efforts, you get 16EP and 40M each.

ABE FROG


ABE FROG
COMD
MACR
RUN
Gryz
Chaz
Alys
Hahn

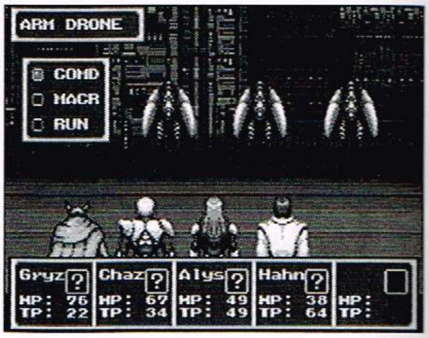
★ You first encounter this reject from the movie "Frogs" in the Tonoe Basement. He'll take 70HP to kill. For dishing up the frog's legs, you get 26EP and 80M.

GICEFALGUE


GICEFALGUE
COMD
MACR
RUN
Gryz
Chaz
Alys
Hahn

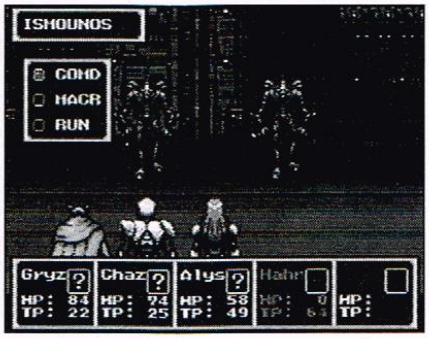
★ This two-legged gray monstrosity first appears in the Bio-Plant. He'll take 40HP to destroy. In this deal, you get 28.6EP and 44M.

ARM DRONE


ARM DRONE
COMD
MACR
RUN
Gryz
Chaz
Alys
Hahn

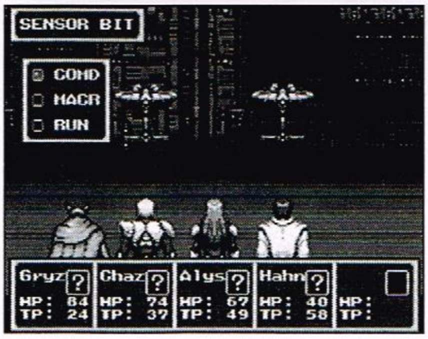
★ These antigrave-based mechanized fighters can first be found in the Bio-Plant. Bring them to earth with attacks totalling 68HP. For stopping their flight and fight, you get 42.5EP and 93M.

ISMOUNOS


ISMOUNOS
COMD
MACR
RUN
Gryz
Chaz
Alys
Hahn

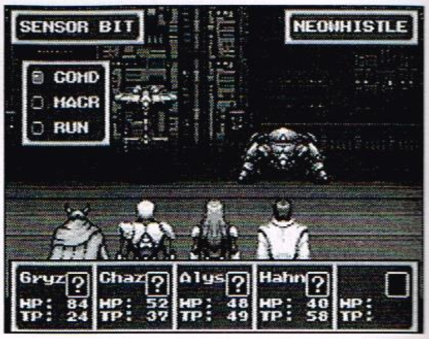
★ This gargantuan green guy is first met in the halls of the Bio-Plant. End his days with 90HP worth of attacks. For taking him down, you get 36EP and 71M.

SENSOR BIT


SENSOR BIT
COMD
MACR
RUN
Gryz
Chaz
Alys
Hahn

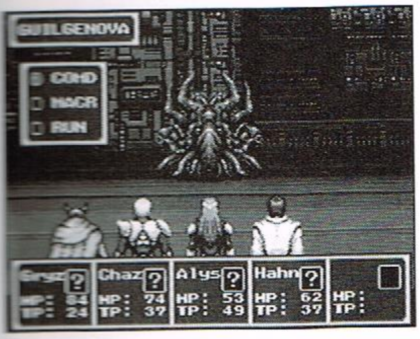
★ This dome-shaped metal monster first darkens your door in the Bio-Plant. Stop his guns with 40HP worth of thumping. You get 33EP and 64M for every one you take down.

NEOWHISTLE


SENSOR BIT
NEOWHISTLE
COMD
MACR
RUN
Gryz
Chaz
Alys
Hahn

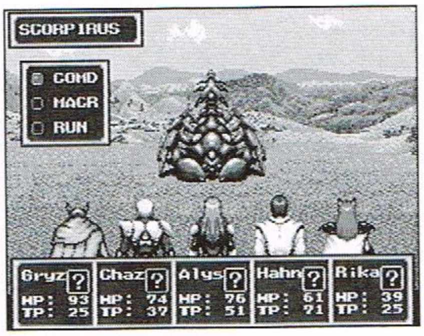
★ Mr. Squat and Silver can first be seen in the Bio-Plant. He takes 48HP worth of whuppin'. For stopping the machinery, you get 54EP and 128M each.

GUILGENOVA


GUILGENOVA
COMD
MACR
RUN
Gryz HP: 84 TP: 24
Chaz HP: 74 TP: 37
Alys HP: 53 TP: 49
Hahn HP: 62 TP: 37
HP: TP:

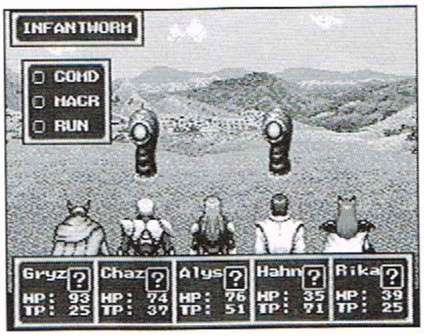
This multi-armed and purple lookin' beastie is first found in the Bio-Plant. Take him down with 312HP worth of hurtin'. This fella gives up 123EP and 388M for your fighting talents.

SCORPIRUS


SCORPIRUS
COMD
MACR
RUN
Gryz HP: 93 TP: 25
Chaz HP: 74 TP: 37
Alys HP: 76 TP: 51
Hahn HP: 61 TP: 71
Rika HP: 39 TP: 25

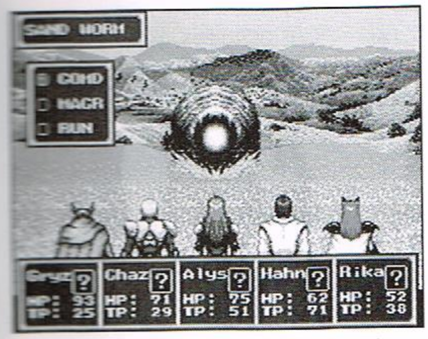
★ Mr. Red and Deadly can first be fought on your trip from Mile to Zio's Fort. He takes 150HP to wrangle down. You get 51EP and 121M for every one of the big buggers squashed.

INFANTWORM


INFANTWORM
COMD
MACR
RUN
Gryz HP: 93 TP: 25
Chaz HP: 74 TP: 37
Alys HP: 76 TP: 51
Hahn HP: 35 TP: 71
Rika HP: 39 TP: 25

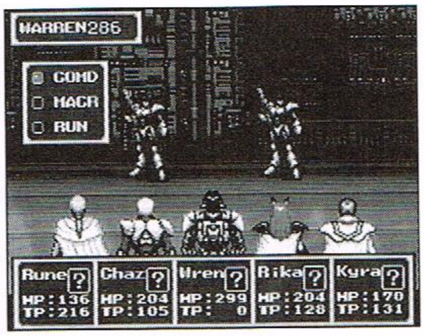
★ You'll first be baited by these bad boys on your trip north of Mile to Zio's Fort. They take 50HP to destroy. For this fishing expedition, you get 33EP and 63M.

SAND WORM


SAND WORM
COMD
MACR
RUN
Gryz HP: 93 TP: 25
Chaz HP: 71 TP: 29
Alys HP: 75 TP: 51
Hahn HP: 62 TP: 71
Rika HP: 52 TP: 38

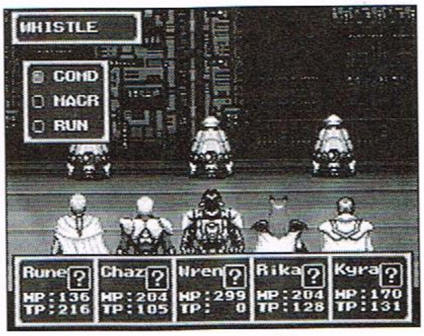
★ On the first of your missions for The Hunter's Guild, you'll meet this mongo Sand Worm. To finish him, use your strongest offensive and defensive talents. He takes a whopping 1,489HP to conquer. For your skills at battle, you receive 8,387EP and 1,200M.

WARREN286


WARREN286
COMD
MACR
RUN
Rune HP:136 TP:216
Chaz HP:204 TP:105
Wren HP:299 TP: 0
Rika HP:204 TP:128
Kyra HP:170 TP:131

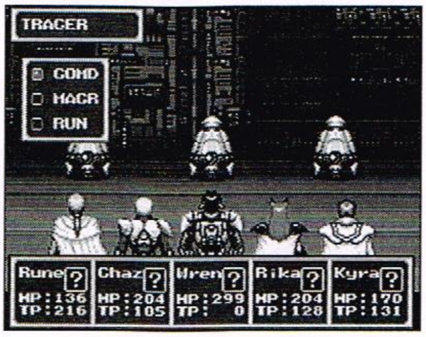
★ The first time you come upon these purveyors of death, you'll be in the Wreckage. They take 95HP in attacks before they're undone. In return, you get 43.5EP and 128M.

WHISTLE


WHISTLE
COMD
MACR
RUN
Rune HP:136 TP:216
Chaz HP:204 TP:105
Wren HP:299 TP: 0
Rika HP:204 TP:128
Kyra HP:170 TP:131

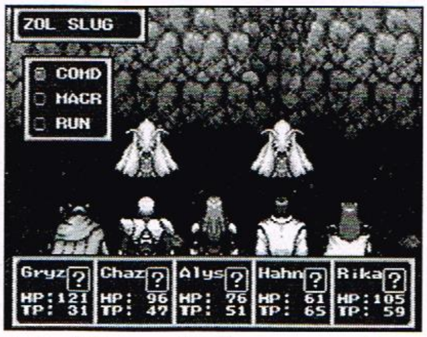
★ Are these fellas so named because when you see them, you'll feel like you're whistling past the graveyard? Anyway, you first catch up with these mechanized givers of mayhem in the Wreckage. They each take 50HP to shut down. For your talents, you get 34.3EP and 92M.

TRACER


TRACER
☒ COMD
☐ MACR
☐ RUN
Rune ? HP:136 TP:216
Chaz ? HP:204 TP:105
Wren ? HP:299 TP: 0
Rika ? HP:204 TP:128
Kyra ? HP:170 TP:131

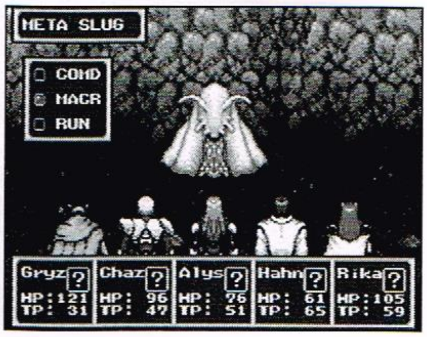
★ These little gold versions of the Whistle sure don't look like a Mercury product. You'll first come upon Mr. Shiny and Cone-shaped in the Wreckage. They take 99HP to disable. In return, you get 51EP and 267M for every power stoppage.

ZOL SLUG


ZOL SLUG
☒ COMD
☐ MACR
☐ RUN
Gryz ? HP:121 TP: 31
Chaz ? HP: 96 TP: 47
Alys ? HP: 76 TP: 51
Hahn ? HP: 61 TP: 65
Rika ? HP:105 TP: 59

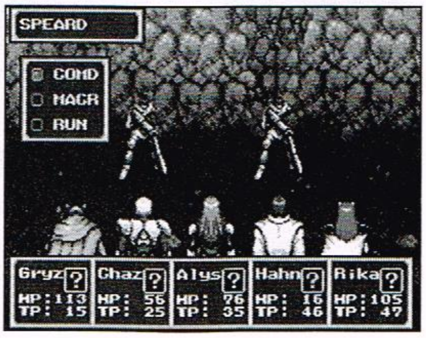
★ You'll first see this frosting-mound-looking enemy in the passageway above Aiedo. It takes 50HP to cream. In return, you get 42EP and 91M.

META SLUG


META SLUG
☐ COMD
☒ MACR
☐ RUN
Gryz ? HP:121 TP: 31
Chaz ? HP: 96 TP: 47
Alys ? HP: 76 TP: 51
Hahn ? HP: 61 TP: 65
Rika ? HP:105 TP: 59

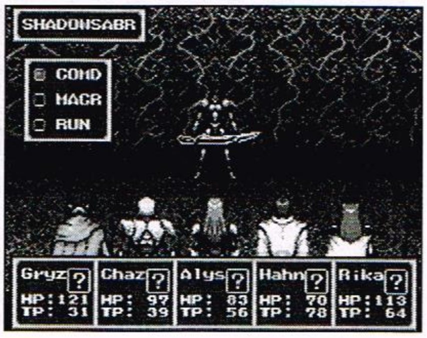
★ This big boy is also first encountered in the passageway above Aiedo. Bust it with 239HP and get 400EP and 241M.

SPEARD


SPEARD
☒ COMD
☐ MACR
☐ RUN
Gryz ? HP:113 TP: 15
Chaz ? HP: 56 TP: 25
Alys ? HP: 76 TP: 35
Hahn ? HP: 16 TP: 46
Rika ? HP:105 TP: 47

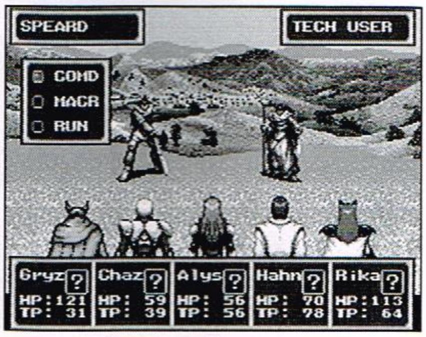
★ I'm bad, I'm blue, and I'm carrying a stave. These less than-nice guys are first found in the passageway above Aiedo. Put out their lights with 100HP and get 62EP and 91M.

SHADOWSABR


SHADOWSABR
☒ COMD
☐ MACR
☐ RUN
Gryz ? HP:121 TP: 31
Chaz ? HP: 97 TP: 39
Alys ? HP: 83 TP: 56
Hahn ? HP: 70 TP: 78
Rika ? HP:113 TP: 64

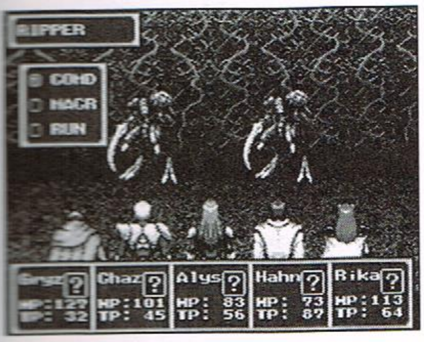
★ You first do battle with this blade-carrying creature in Zio's Fort. It takes 110HP to finish. Be aware that it uses Deban. For your efforts, you get 105EP and 61M.

TECH USER


SPEARD
TECH USER
☒ COMD
☐ MACR
☐ RUN
Gryz ? HP:121 TP: 31
Chaz ? HP: 59 TP: 39
Alys ? HP: 56 TP: 56
Hahn ? HP: 70 TP: 78
Rika ? HP:113 TP: 64

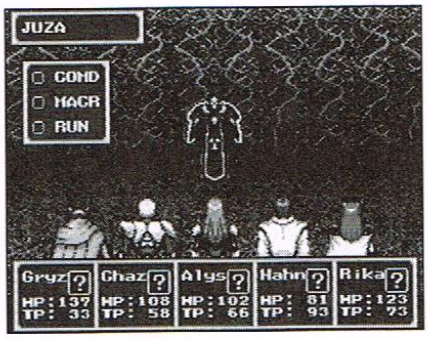
★ This evil mage is first encountered between Kadary and Zio's Fort. He heals himself and his onscreen comrades, and he attacks with Wat and Foi. Destroy him with 80HP to get 78EP and 85M.

RIPPER


RIPPER
COND
MACR
RUN
Gryz HP:127 TP: 32
Chaz HP:101 TP: 45
Alys HP: 83 TP: 56
Hahn HP: 73 TP: 87
Rika HP:113 TP: 64

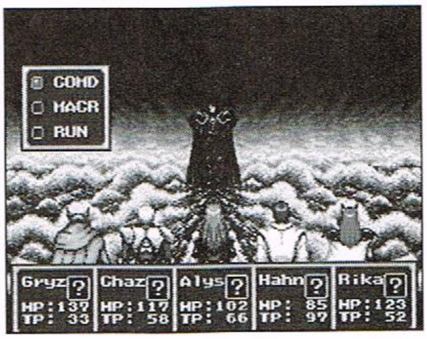
★ The big, bipedal, and beastly Ripper is first seen in Zio's Fort. At the outset, you'll find his fire and slash tough to deal with. Put him in the creature crypt with 112HP. In return, you receive 99.5EP and 51M.

JUZA


JUZA
COND
MACR
RUN
Gryz HP:137 TP: 33
Chaz HP:108 TP: 58
Alys HP:102 TP: 66
Hahn HP: 81 TP: 93
Rika HP:123 TP: 73

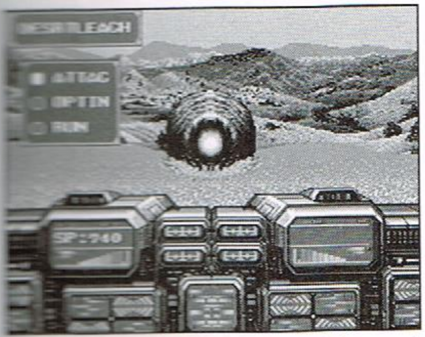
★ Zio's black-robed henchdemon is first found lurking in his master's fort. Use all your talents in a no-holds-barred survival war. You'll stomp him flat with 1,523HP. As a result, you get 1,716EP and 800M.

ZIO


COND
MACR
RUN
Gryz HP:137 TP: 33
Chaz HP:117 TP: 58
Alys HP:102 TP: 66
Hahn HP: 85 TP: 97
Rika HP:123 TP: 52

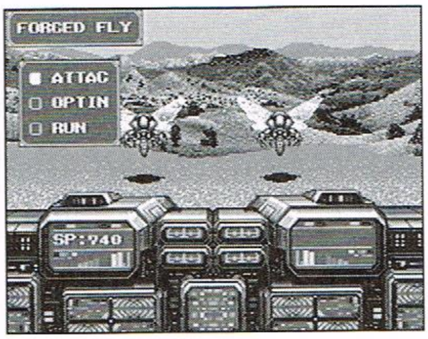
★ The first time you face Zio, it's truly a lost cause. You'll do your darnedest and not even touch him. Let him win and take him on another day.

DESRTLEACH


DESRTLEACH
ATTAC
OPTIN
RUN
SP:740

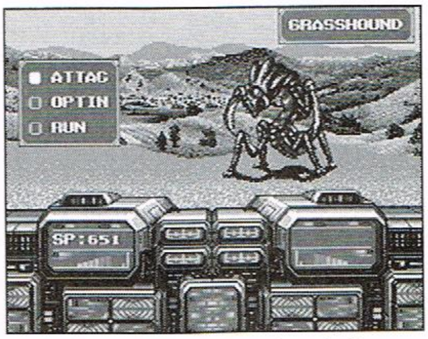
★ After acquiring some wheels (the Land Rover), you'll meet this grape-colored monstrosity. Turn it to dust with 1,040HP worth of attacks. In return, you receive 187EP and 1 measly M.

FORCED FLY


FORCED FLY
ATTAC
OPTIN
RUN
SP:740

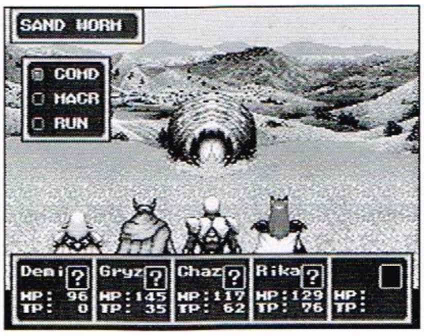
★ All good Land Rover owners carry a fly swatter. Mash this insect with 135HP. You get 55EP and 2 lowly M.

GRASSHOUND


GRASSHOUND
ATTAC
OPTIN
RUN
SP:651

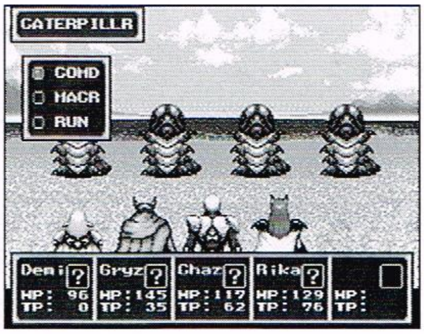
★ This house-sized insect from hell is first encountered when joyriding in the Land Rover. Put out his single green eye with 320HP. For your efforts, you get 89EP and 7 big M.

SAND WORM


SAND WORM
COMD
MACR
RUN
Demi HP: 96 TP: 0
Gryz HP: 145 TP: 35
Chaz HP: 117 TP: 62
Rika HP: 129 TP: 76

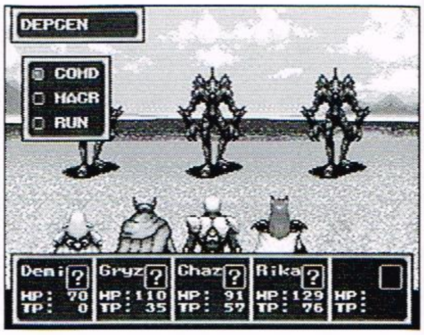
★ All we can suggest when you run into a full-grown Sand Worm after completing your Hunter's Guild mission is: Run. Boogie. You haven't got a chance til much later in the game. Don't bother. This guy's so slow, you can always get away.

CATERPILLR


CATERPILLR
COMD
MACR
RUN
Demi HP: 96 TP: 0
Gryz HP: 145 TP: 35
Chaz HP: 117 TP: 62
Rika HP: 129 TP: 76

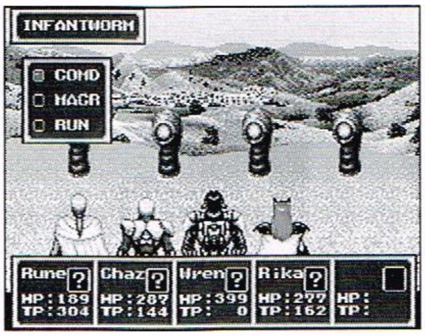
★ These blue-guys sure look cute, huh? Don't even think it. When you encounter them North of Monsen, remember that they shoot poison. Squash 'em with 195HP. In return, you get 123.25EP and 152M.

DEPCEN


DEPCEN
COMD
MACR
RUN
Demi HP: 70 TP: 0
Gryz HP: 110 TP: 35
Chaz HP: 91 TP: 57
Rika HP: 129 TP: 76

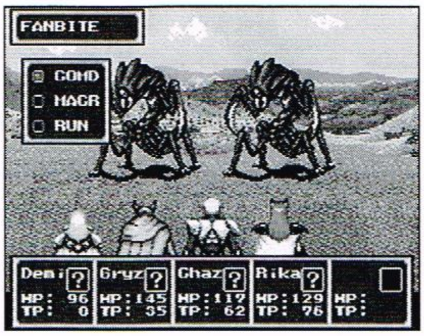
★ These creatures from the blue lagoon are first found North of Monsen. Watch their vicious Floodbreath attack. Send them back to their maker with 155HP. In return, you get 243.3EP and 163M.

INFANTWORM


INFANTWORM
COMD
MACR
RUN
Rune HP: 189 TP: 304
Chaz HP: 287 TP: 144
Wren HP: 399 TP: 0
Rika HP: 277 TP: 162

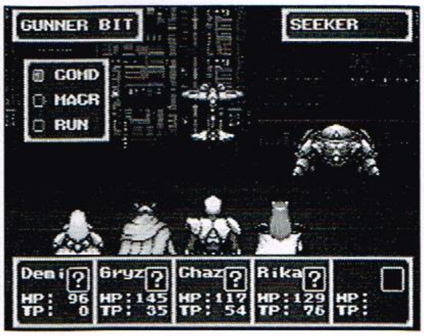
★ We really aren't repeating ourselves. These guys may have the same look and name as their earlier cousins, but they sure do grow 'em stronger north of Monsen. Put them under with 64HP. For your valiant efforts, you get 31.5EP and 73M.

FANBITE


FANBITE
COMD
MACR
RUN
Demi HP: 96 TP: 0
Gryz HP: 145 TP: 35
Chaz HP: 117 TP: 62
Rika HP: 129 TP: 76

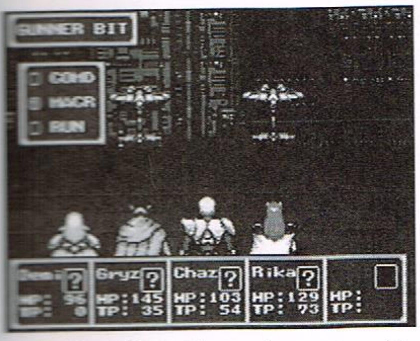
★ This grumpy-looking insectoid is first encountered North of Monsen. Rub him out with 261HP to get 165EP and 78M.

SEEKER


GUNNER BIT
SEEKER
COMD
MACR
RUN
Demi HP: 96 TP: 0
Gryz HP: 145 TP: 35
Chaz HP: 117 TP: 54
Rika HP: 129 TP: 76

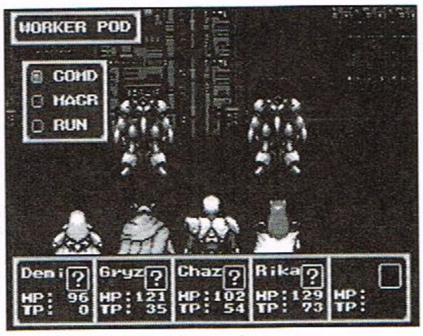
★ When you first set eyes on him in the Plate System, know one thing: This guy seeks your hide. Turn him into a bucket of bolts with 130HP. In return, you get 117EP and 192M.

GUNNER BIT


GUNNER BIT
COMD
MACR
RUN
Demi
HP: 96
TP: 0
Gryz
HP:145
TP: 35
Chaz
HP:103
TP: 54
Rika
HP:129
TP: 73
HP:
TP:

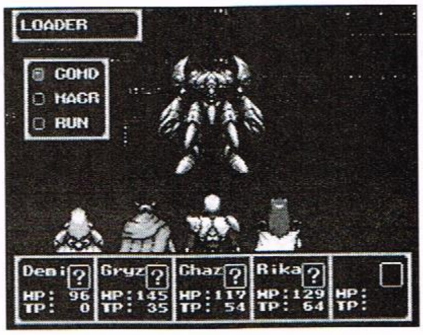
★ The first place this metal monster will taste your wrath is in the Plate System. Fold up his tent with 70HP. For your efforts, you take home 80EP and 72M for each Bit you hit.

WORKER POD


WORKER POD
COMD
MACR
RUN
Demi
HP: 96
TP: 0
Gryz
HP:121
TP: 35
Chaz
HP:102
TP: 54
Rika
HP:129
TP: 73
HP:
TP:

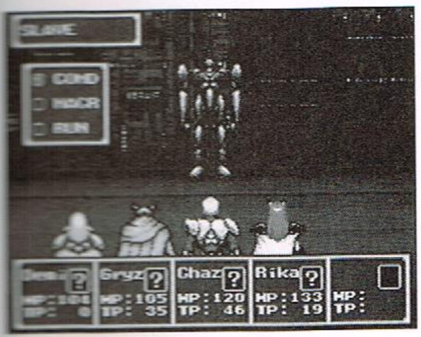
★ This throwback to communism is first whupped in the Plate System. Put out his lights with 100HP to get 116.5EP and 72M.

LOADER


LOADER
COMD
MACR
RUN
Demi
HP: 96
TP: 0
Gryz
HP:145
TP: 35
Chaz
HP:117
TP: 54
Rika
HP:129
TP: 64
HP:
TP:

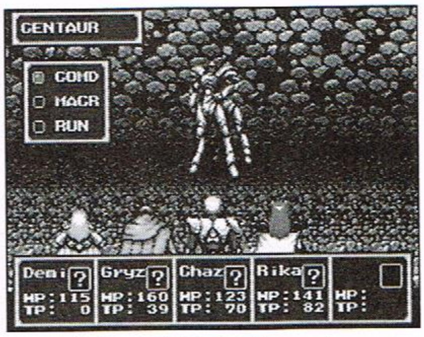
★ You first run into this load of – ahem, excuse us – in the Plate System. Stomp his circuits with 172HP and you shall receive 130EP and 112M.

SLAVE


SLAVE
COMD
MACR
RUN
Demi
HP:104
TP: 0
Gryz
HP:105
TP: 35
Chaz
HP:120
TP: 46
Rika
HP:133
TP: 19
HP:
TP:

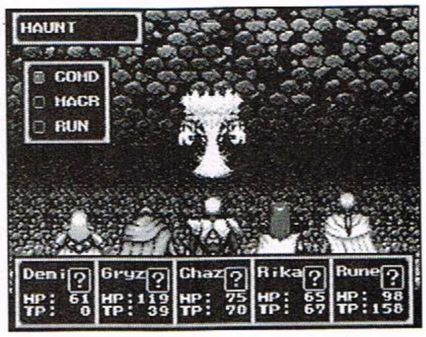
★ The big, burnished, and soon-to-be-broken Slave is first found in the Plate System. Disconnect his power supply with 180HP and you get 123EP and 105M.

CENTAUR


CENTAUR
COMD
MACR
RUN
Demi
HP:115
TP: 0
Gryz
HP:160
TP: 39
Chaz
HP:123
TP: 70
Rika
HP:141
TP: 82
HP:
TP:

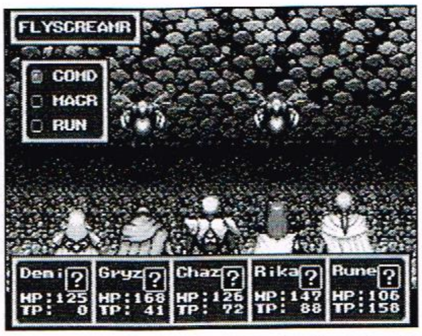
★ You'll first hobble this horror horse in Ladea Tower. Send him to the mechanized glue factory with 190HP to get 196EP and 78M.

HAUNT


HAUNT
COMD
MACR
RUN
Demi
HP: 61
TP: 0
Gryz
HP:119
TP: 39
Chaz
HP: 75
TP: 70
Rika
HP: 65
TP: 67
Rune
HP: 98
TP:158

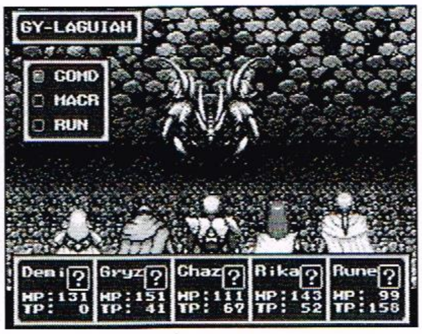
★ You'll first extinguish this true flamer in Ladea Tower. At a single HP for each character that attacks him, you'll put out the fire in 3HP. For your efforts at fire control, you get 102EP and 77M.

FLY SCREAMER


FLYSCREAMR
COMD
MACR
RUN
Demi HP:125 TP: 0
Gryz HP:168 TP: 41
Chaz HP:126 TP: 72
Rika HP:147 TP: 88
Rune HP:106 TP:158

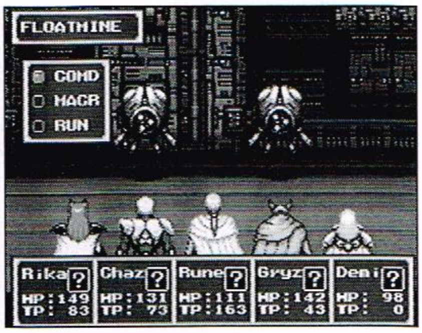
★ Get out the insecticide. This bug-faced bother is first pesting your doorstep in Ladea Tower. Watch out for his paralyzing attack. End his buzzing with 134HP and you get 103.5EP and 96M.

GY-LAGUIAH


GY-LAGUIAH
COMD
MACR
RUN
Demi HP:131 TP: 0
Gryz HP:151 TP: 41
Chaz HP:111 TP: 69
Rika HP:143 TP: 52
Rune HP: 99 TP:158

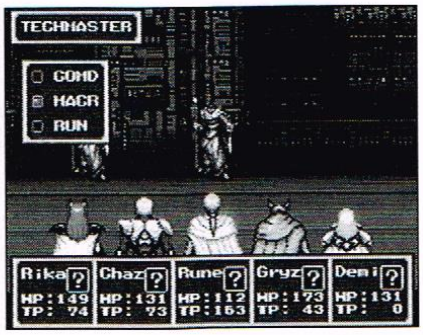
★ As the boss of Ladea Tower, this guy is destined for destruction. Line up all your defenses, put together a massive attack, and this pestulance is put to bed posthaste. It takes 2,580HP to do the deed and in return you get 2,000EP and 1,224 big M.

FLOATMINE


FLOATMINE
COMD
MACR
RUN
Rika HP:149 TP: 83
Chaz HP:131 TP: 73
Rune HP:111 TP:163
Gryz HP:142 TP: 43
Demi HP: 98 TP: 0

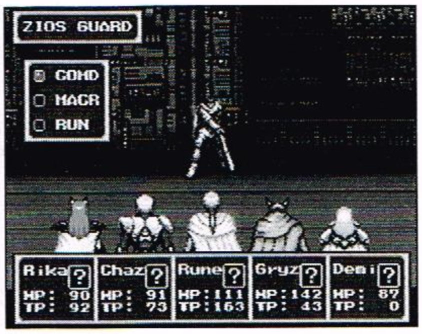
★ The excitable and explosive Floatmine is first detonated in your presence in a place called Nurvus (beneath Zio's Fort). Call in the bomb-disposal squad for a mere 150HP to get 120EP and 60M.

TECHMASTER


TECHMASTER
COMD
MACR
RUN
Rika HP:149 TP: 74
Chaz HP:131 TP: 73
Rune HP:112 TP:163
Gryz HP:173 TP: 43
Demi HP:131 TP: 0

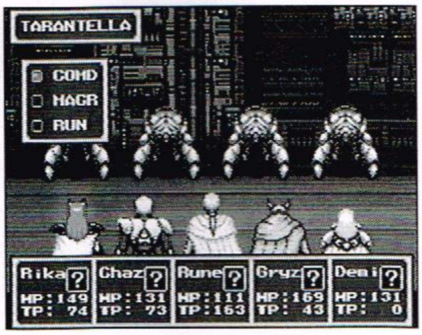
★ This miserable mage first casts his spells on you in Nurvus. He often uses Sar to heal himself, and he tosses Foi attacks. Put an end to his wizardry with 120HP to get 149EP and 278M.

ZIO'S GUARD


ZIOS GUARD
COMD
MACR
RUN
Rika HP: 90 TP: 92
Chaz HP: 91 TP: 73
Rune HP:111 TP:163
Gryz HP:142 TP: 43
Demi HP: 87 TP: 0

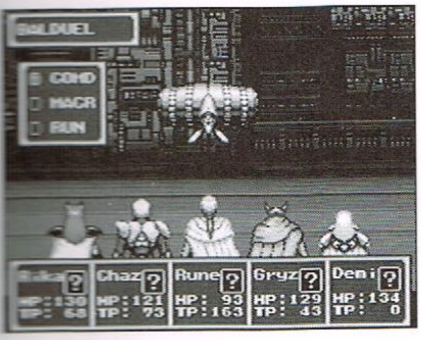
★ It sure doesn't pay to hire this goof as security. Punch his time clock in the halls of Nurvus for a mere 145HP to get 142EP and 107M.

TARANTELLA


TARANTELLA
COMD
MACR
RUN
Rika HP:149 TP: 74
Chaz HP:131 TP: 73
Rune HP:111 TP:163
Gryz HP:169 TP: 43
Demi HP:131 TP: 0

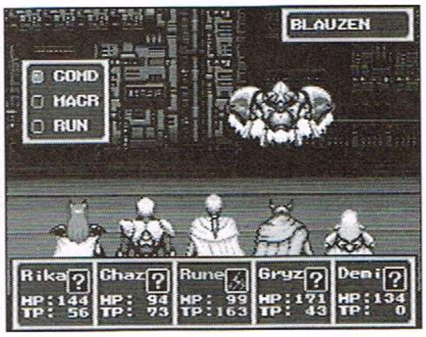
★ Put the bite on Nurvus' spider population by stomping these guys flat. End Mr. Arachnometal with 98HP to get 182EP and 300M.

BALDUEL


BALDUEL
COMD
MACR
RUN
Rika HP:130 TP:68
Chaz HP:121 TP:73
Rune HP:93 TP:163
Gryz HP:129 TP:43
Demi HP:134 TP:0

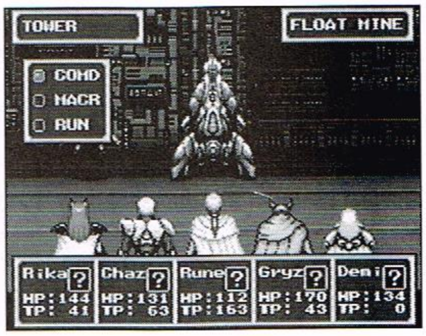
★ Disable this green canister of doom in the corridors of Nurvus with 260HP to get 193EP and 85M.

BLAUZEN


BLAUZEN
COMD
MACR
RUN
Rika HP:144 TP:56
Chaz HP:94 TP:73
Rune HP:99 TP:163
Gryz HP:171 TP:43
Demi HP:134 TP:0

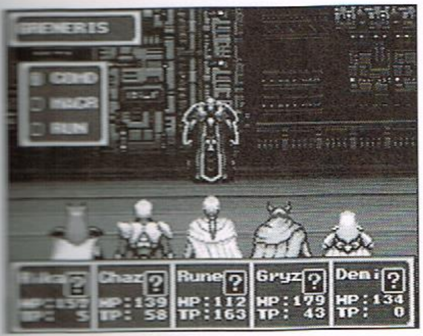
★ This airborne pest first appears in Nurvus. Watch out for its paralyzing Stasis Ball attack. Knock it to the floor with 230HP to get 215EP and 350M.

TOWER


TOWER
FLOAT MINE
COMD
MACR
RUN
Rika HP:144 TP:41
Chaz HP:131 TP:63
Rune HP:112 TP:163
Gryz HP:170 TP:43
Demi HP:134 TP:0

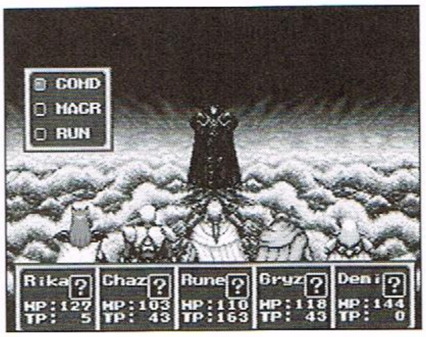
★ This tall, prefabricated monster is first tipped over in the halls of Nurvus. Keep an eye out because it calls in Floatmines. See it fall with 340HP and you get 216EP and 128M.

GRENERIS


GRENERIS
COMD
MACR
RUN
Rika HP:159 TP:5
Chaz HP:139 TP:58
Rune HP:112 TP:163
Gryz HP:179 TP:43
Demi HP:134 TP:0

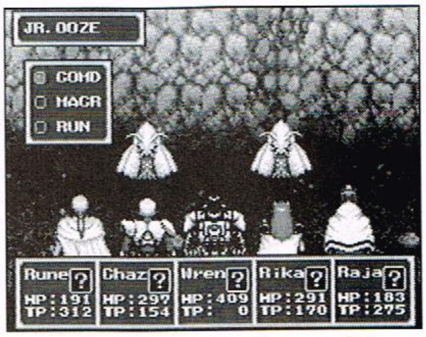
★ This evil-wiz type is first dealt with in the deep of Nurvus. You'll take some hits from his Force Flash. Retire his robe with 360HP and you receive 372EP and a wonderful 1M.

ZIO


COMD
MACR
RUN
Rika HP:127 TP:5
Chaz HP:103 TP:43
Rune HP:110 TP:163
Gryz HP:118 TP:43
Demi HP:144 TP:0

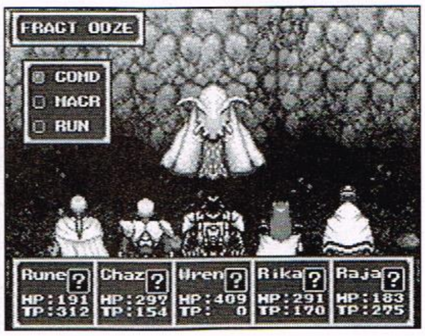
★ He's back! And this time you can beat him down because Rune has the Psycho-wand. Use all your defenses and the strongest offense each character can muster. Be sure to be lugging plenty of additional healing items. It takes an unknown number of HP to end his days, and for your triumphant efforts, you get 6,499EP and a lousy 1M.

JR. OOZE


JR. OOZE
COMD
MACR
RUN
Rune HP:191 TP:312
Chaz HP:297 TP:154
Wren HP:409 TP:0
Rika HP:291 TP:170
Raja HP:183 TP:275

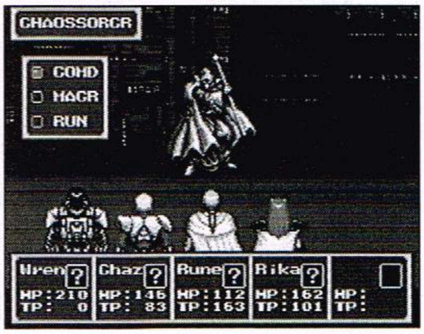
★ The first time you see this cute little enemy (cute, but vicious) is in The Fissure of Fear on your second mission for The Hunter's Guild. End its days with 88HP to collect 108EP and 130M.

FRACT OOZE


FRACT OOZE
COMD
MACR
RUN
Rune HP:191 TP:312
Chaz HP:297 TP:154
Wren HP:409 TP: 0
Rika HP:291 TP:170
Raja HP:183 TP:275

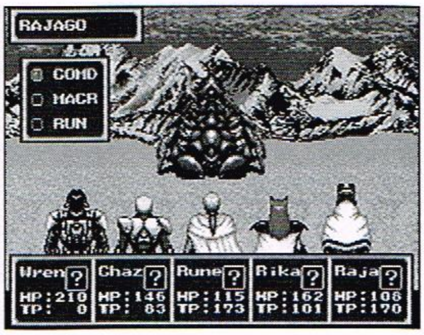
✯ You'll need to whup this boss in The Fissure of Fear to complete your mission and save the boy. Use all your offensive and defensive talents and give it 1,999HP worth of attacks. In return, you get 8,447EP and 855M, plus you pull the kid from the belly of the beast.

CHAOSSORCR


CHAOSSORCR
COMD
MACR
RUN
Wren HP:210 TP: 0
Chaz HP:146 TP: 83
Rune HP:112 TP:163
Rika HP:162 TP:101
HP:
TP:

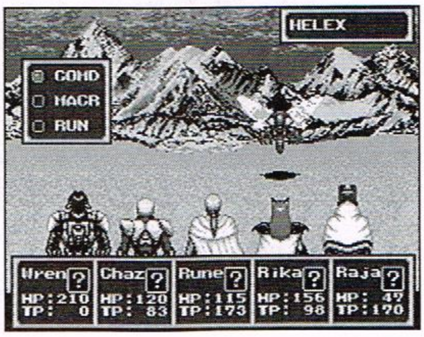
✯ On your first aborted trip to Kuran, you deal with this irritating stow-away. Stomp his cape with 480HP to get 4,595EP and 1,200M. It's easy money.

RAJAGO


RAJAGO
COMD
MACR
RUN
Wren HP:210 TP: 0
Chaz HP:146 TP: 83
Rune HP:115 TP:173
Rika HP:162 TP:101
Raja HP:108 TP:170

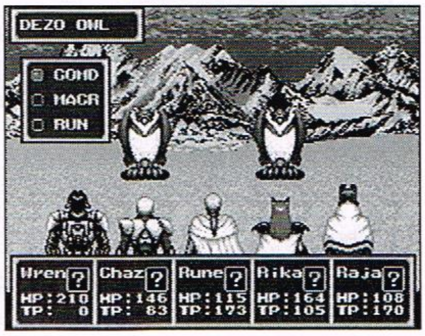
✯ Welcome to the frozen wastes. Here's a big surprise: There are monsters here, too. You encounter this one North of Ryuon. Toss him to the tundra with 250HP to get 272EP and 156M.

HELEX


HELEX
COMD
MACR
RUN
Wren HP:210 TP: 0
Chaz HP:120 TP: 83
Rune HP:115 TP:173
Rika HP:156 TP: 98
Raja HP: 47 TP:170

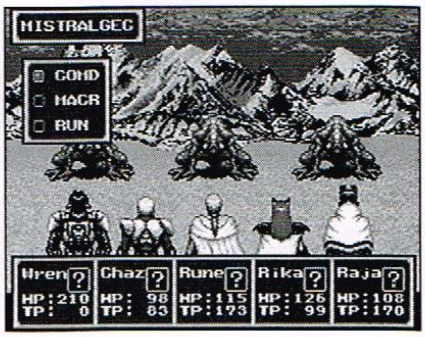
✯ You'll first take on this flying red menace in the frigid area north of Ryuon. Clip his wings with 90HP to get 218EP and 281M.

DEZO OWL


DEZO OWL
COMD
MACR
RUN
Wren HP:210 TP: 0
Chaz HP:146 TP: 83
Rune HP:115 TP:173
Rika HP:164 TP:105
Raja HP:108 TP:170

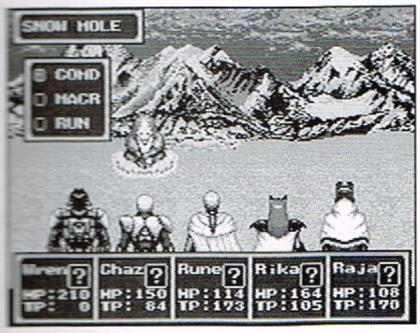
✯ Give a hoot, stop this coot. You first find this fine-feathered fiend north of Ryuon. Pluck his tail with 130HP and you get 225.5EP and 416M for your efforts.

MISTRALGEC


MISTRALGEC
COMD
MACR
RUN
Wren HP:210 TP: 0
Chaz HP: 98 TP: 83
Rune HP:115 TP:173
Rika HP:126 TP: 99
Raja HP:108 TP:170

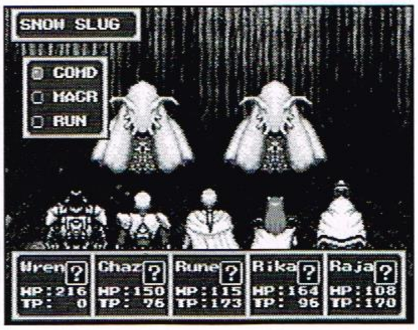
✯ The plucky and purple Mistralgec is first found north of Ryuon. His attack is fairly strong. Squish his squat form with 136HP and you get 195EP and 208M.

SNOW MOLE


SNOW MOLE
COMD
MACR
RUN
Wren HP:210 TP: 0
Chaz HP:150 TP: 84
Rune HP:114 TP:173
Rika HP:164 TP:105
Raja HP:108 TP:170

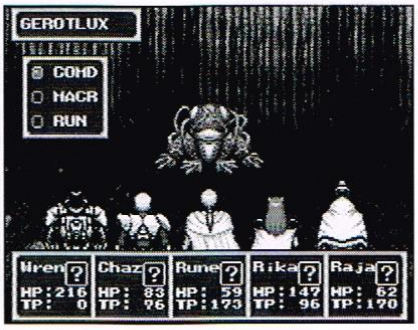
★ Do a little pelt hunting for this snow digger north of Ryuon. Turn him into a lovely stole for only 80HP to get 211.5EP and 321M.

SNOW SLUG


SNOW SLUG
COMD
MACR
RUN
Wren HP:216 TP: 0
Chaz HP:150 TP: 76
Rune HP:115 TP:173
Rika HP:164 TP: 96
Raja HP:108 TP:170

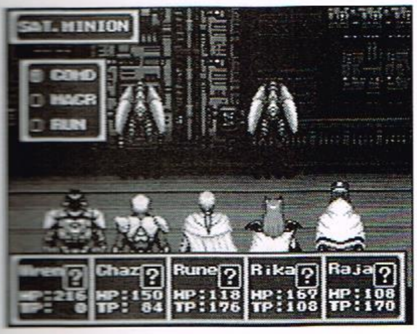
★ This guy (first found in the Hangar) looks more like junk food than a slug. Watch out for his Cell Split attack. Release him from your pastel nightmare with only 221HP to get 243EP and 156M.

GEROTLUX


GEROTLUX
COMD
MACR
RUN
Wren HP:216 TP: 0
Chaz HP: 83 TP: 76
Rune HP: 59 TP:173
Rika HP:147 TP: 96
Raja HP: 62 TP:170

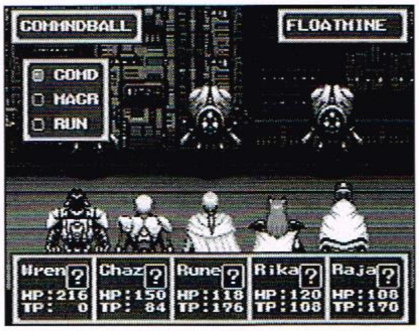
★ Feeling froggy? This Hangar dweller sure is. End his croaking with 180HP to get 326EP and 312M.

SAT. MINION


SAT. MINION
COMD
MACR
RUN
Wren HP:216 TP: 0
Chaz HP:150 TP: 84
Rune HP:118 TP:176
Rika HP:167 TP:108
Raja HP:108 TP:170

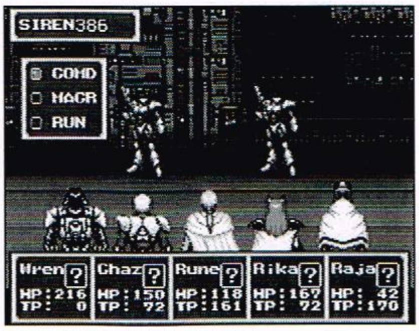
★ The space station Kuran offers your first chance at this full-metal monster. Drop him to the deck with 95HP to get 269EP and 175M.

COMMNDBALL


COMMNDBALL
FLOATMINE
COMD
MACR
RUN
Wren HP:216 TP: 0
Chaz HP:150 TP: 84
Rune HP:118 TP:176
Rika HP:120 TP:108
Raja HP:108 TP:170

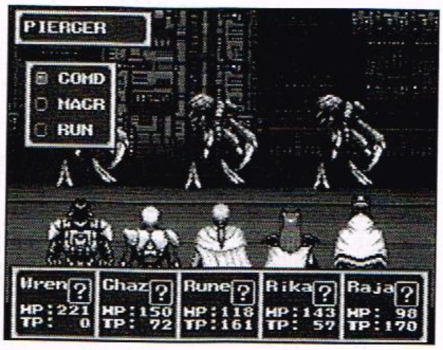
★ The halls of Kuran offer you a chance to make a basket. Note that this enemy calls in Floatmine reinforcements. Watch his Detonation. Put this ball in the hoop for a mere 295HP to receive 440EP and 331M.

SIREN386


SIREN386
COMD
MACR
RUN
Wren HP:216 TP: 0
Chaz HP:150 TP: 72
Rune HP:118 TP:161
Rika HP:167 TP: 72
Raja HP: 42 TP:170

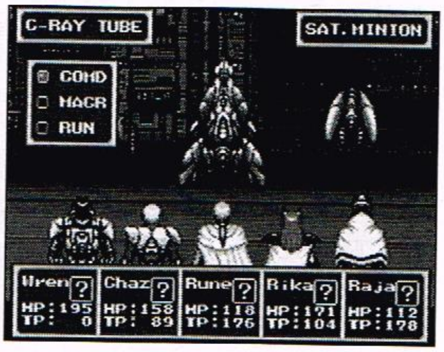
★ You'll first encounter this mechanized soldier in Kuran. End his marching with 145HP to get 288EP and 200M.

PIERCER


PIERCER
COMD
MACR
RUN
Wren ? HP:221 TP: 0
Chaz ? HP:150 TP: 72
Rune ? HP:118 TP:161
Rika ? HP:143 TP: 57
Raja ? HP: 98 TP:170

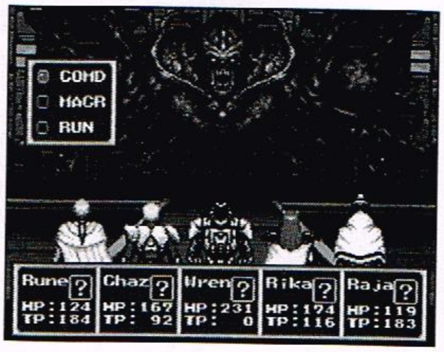
★ Gee, what's a nice nonmetal monster like you doing hanging out in a space station like Kuran? Delete this solitary biomass with 120HP to get 345EP and 236M for your efforts.

C-RAY TUBE


C-RAY TUBE
SAT. MINION
COMD
MACR
RUN
Wren ? HP:195 TP: 0
Chaz ? HP:158 TP: 89
Rune ? HP:118 TP:176
Rika ? HP:171 TP:104
Raja ? HP:112 TP:178

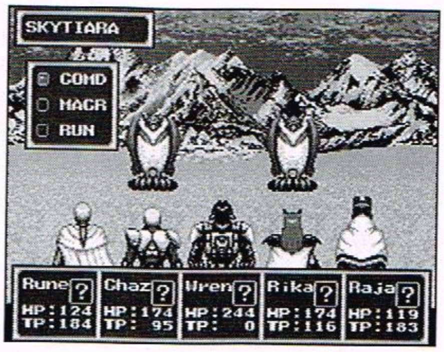
★ This energy-beam-wielding steelie is first found on Kuran. Stop his transmission with 240HP and you receive 316EP and 282M.

DARK FORCE 1


COMD
MACR
RUN
Rune ? HP:124 TP:184
Chaz ? HP:167 TP: 92
Wren ? HP:231 TP: 0
Rika ? HP:174 TP:116
Raja ? HP:119 TP:183

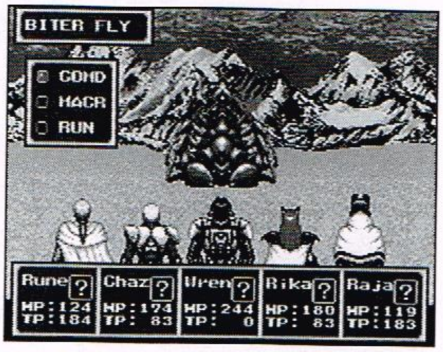
★ Your first visit with Dark Force (in this game, anyway) is on Kuran. Use all your defensive skills at the front end of the battle. Keep Raja alive for his Atraxia, Miracle, and St. Fire. Have Rika use Double Slash, Rune use Gigra, Chaz use massive attacks, and let Wren zap him. It takes an unknown number of HP to take him down, and you get 6,520EP and 1 sad little M.

SKYTIARA


SKYTIARA
COMD
MACR
RUN
Rune ? HP:124 TP:184
Chaz ? HP:174 TP: 95
Wren ? HP:244 TP: 0
Rika ? HP:174 TP:116
Raja ? HP:119 TP:183

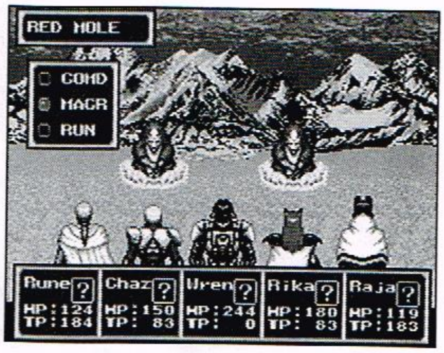
★ Doesn't this fowl monster look like it's related to the Dezo Owl? You first catch up with them in the western area of Dezolis. Give 'em 160HP to stop their flapping. For your valiant efforts, you get 597.5EP and 229M.

BITER FLY


BITER FLY
COMD
MACR
RUN
Rune ? HP:124 TP:184
Chaz ? HP:174 TP: 83
Wren ? HP:244 TP: 0
Rika ? HP:180 TP: 83
Raja ? HP:119 TP:183

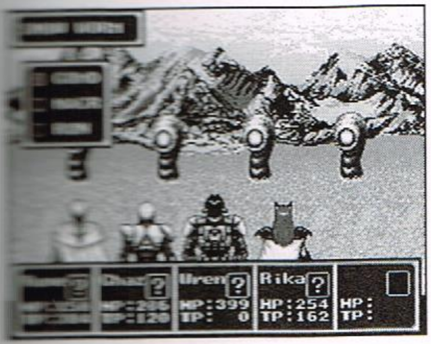
★ This fly without wings is first on you in the western area of Dezolis. Leave him lying in the snow for a mere 440HP and you get 280EP and 1M.

RED MOLE


RED MOLE
COMD
MACR
RUN
Rune ? HP:124 TP:184
Chaz ? HP:150 TP: 83
Wren ? HP:244 TP: 0
Rika ? HP:180 TP: 83
Raja ? HP:119 TP:183

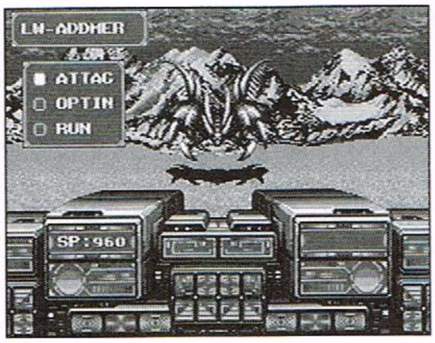
★ Nope, this isn't Moscow, and this mole isn't in the intelligence services. When you meet this red rival in the western area of Dezolis, put him on the cold slab for 130HP to get 278.5EP and 306M.

SNOW WORM


Wren
Rika
HP:399
TP: 0
HP:254
TP:162
HP:
TP:

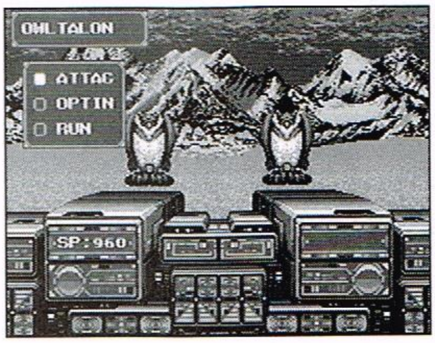
★ Looking very much like his Motavian cousin, you'll see this annelid in the western area of Dezolis. He's bait for just [illegible]HP, and you get 145.25EP and 142M.

LW-ADDMER


LW-ADDMER
ATTAC
OPTIN
RUN
SP:960

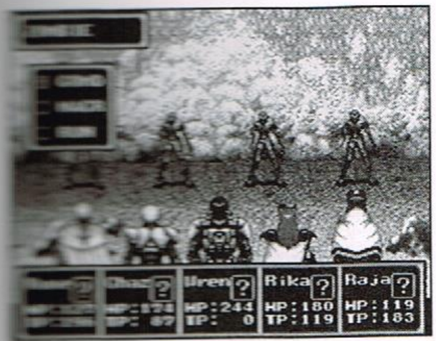
★ Once you're riding the Ice Digger, you'll get your first crack at this airborne monstrosity. Knock him out of the ether for 420HP to get 221EP and 1 whole M.

OWL TALON


OWLTALON
ATTAC
OPTIN
RUN
SP:960

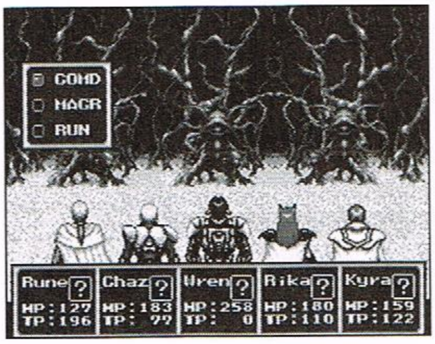
★ Blast this bird from the comfort of your very own Ice Digger. Separate claw from feathers for 130HP and you receive 182EP and 218M.

ZOMBIE


Wren
Rika
Raja
HP:244
TP: 0
HP:180
TP:119
HP:119
TP:183

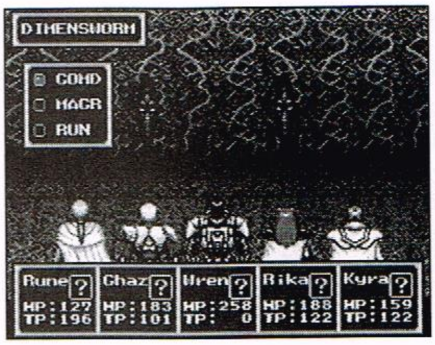
★ The living dead are first encountered in Reshel. Knock 'em to the tundra with [illegible]HP worth of attacks to get 72.5EP and 1 little M for each one dropped.

EVIL TREES


COMD
MAGR
RUN
Rune
Chaz
Wren
Rika
Kyra
HP:127
TP:196
HP:183
TP: 99
HP:258
TP: 0
HP:180
TP:110
HP:159
TP:122

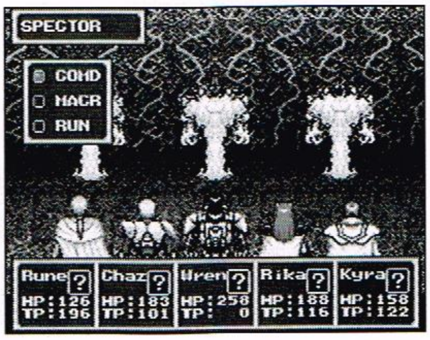
★ Northeast of Meese, you'll have your first harrowing meeting with this devilish deadwood. You have no chance at all to clearcut this group. Choose the better part of valor and hightail your butt out of there. When you run, you'll get what you're looking for.

DIMENSWORM


DIMENSWORM
COMD
MAGR
RUN
Rune
Chaz
Wren
Rika
Kyra
HP:127
TP:196
HP:183
TP:101
HP:258
TP: 0
HP:188
TP:122
HP:159
TP:122

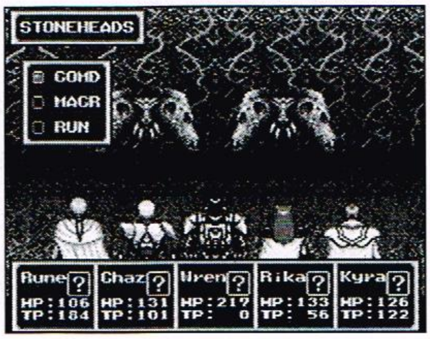
★ These now-you-see-'em, now-you-don't worms are first fought in the Air Castle. They take only a single HP of damage from each of your characters to destroy, unless you are using your Gra Technique. Have Rune zap 'em and they're history. Only 4HP shuts 'em down for good. You get 195EP and 58M for your efforts.

SPECTOR


SPECTOR
COMD
MACR
RUN
Rune HP:126 TP:196
Chaz HP:183 TP:101
Wren HP:258 TP: 0
Rika HP:188 TP:116
Kyra HP:158 TP:122

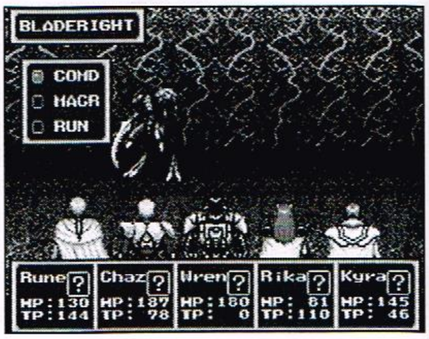
★ Quench this column of flame the first time in the Air Castle. Stay on your toes — they hit you with Corrosion and killer Death spells. Douse them with 180HP to get 392.3EP and 271M.

STONEHEADS


STONEHEADS
COMD
MACR
RUN
Rune HP:106 TP:184
Chaz HP:131 TP:101
Wren HP:217 TP: 0
Rika HP:133 TP: 56
Kyra HP:126 TP:122

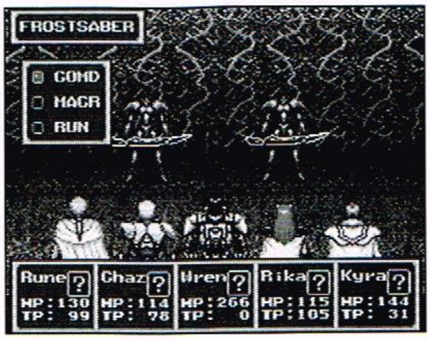
★ You'll first chip these guys in the halls of the Air Castle. They come to earth with 220HP, and you get 414EP and 289M.

BLADERIGHT


BLADERIGHT
COMD
MACR
RUN
Rune HP:130 TP:144
Chaz HP:187 TP: 78
Wren HP:180 TP: 0
Rika HP: 81 TP:110
Kyra HP:145 TP: 46

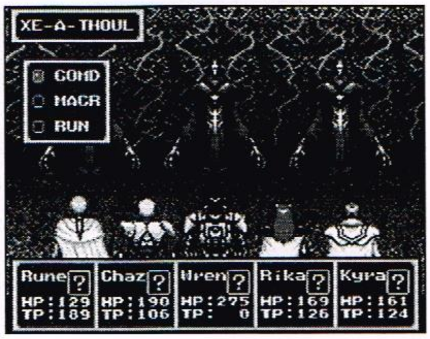
★ You'll first meet this sickle-waving wonder on your march through the Air Castle. Drop him in his tracks with 232HP and you get 441.5EP and 333M.

FROSTSABER


FROSTSABER
COMD
MACR
RUN
Rune HP:130 TP: 99
Chaz HP:114 TP: 78
Wren HP:266 TP: 0
Rika HP:115 TP:105
Kyra HP:144 TP: 31

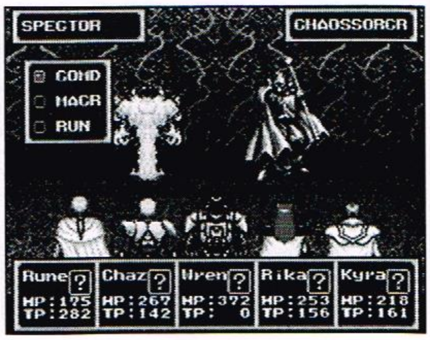
★ You'll drop this evil, sword-wielding soldier in the Air Castle. Watch his Air Slash. Pry his fingers loose from his weapon for a mere 211HP to get 435EP and 153M.

XE-A-THOUL


XE-A-THOUL
COMD
MACR
RUN
Rune HP:129 TP:189
Chaz HP:190 TP:106
Wren HP:275 TP: 0
Rika HP:169 TP:126
Kyra HP:161 TP:124

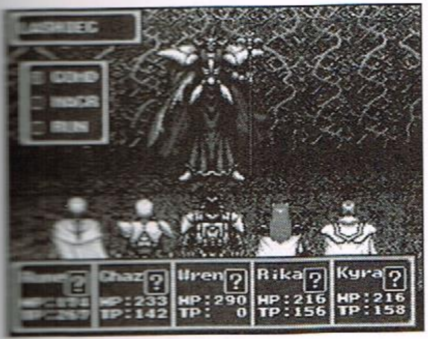
★ Use all defenses when taking on these strong mages. Knock each down with 1,520HP to get 1474.6EP and 1,000M.

CHAOSSORCR


SPECTOR
CHAOSSORCR
COMD
MACR
RUN
Rune HP:175 TP:282
Chaz HP:267 TP:142
Wren HP:372 TP: 0
Rika HP:253 TP:156
Kyra HP:218 TP:161

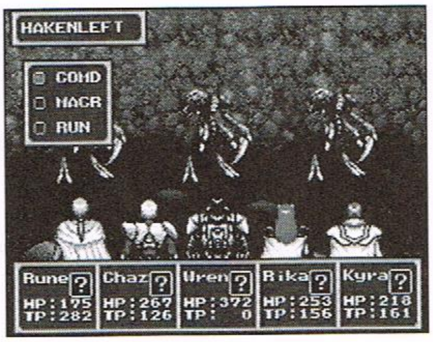
★ The last time you saw one of these guys was on the aborted trip to the Kuran space station. This time, under the Air Castle, he's bit stronger. Beware – he'll nail you with Hewn. Knock him out for 460HP to get 681EP and 888M.

LASHIEC


LASHIEC
COMD
MACR
RUN
Rune
Chaz HP:233 TP:142
Wren HP:290 TP: 0
Rika HP:216 TP:156
Kyra HP:216 TP:158

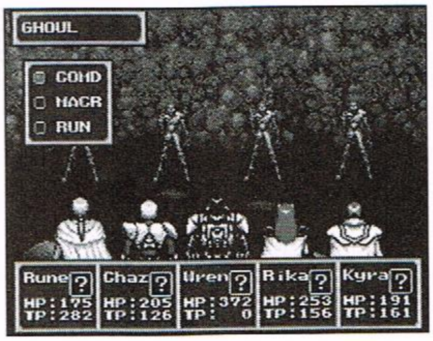
★ The boss of the Air Castle is one serious tough guy. Haul out all your defensive and offensive tricks against this loser. Bust him with Foi and Thu attacks. It takes an unknown number of HP to take him down. For your mighty efforts, you get 5,999EP and 1 measly M.

HAKENLEFT


HAKENLEFT
COMD
MACR
RUN
Rune HP:175 TP:282
Chaz HP:267 TP:126
Wren HP:372 TP: 0
Rika HP:253 TP:156
Kyra HP:218 TP:161

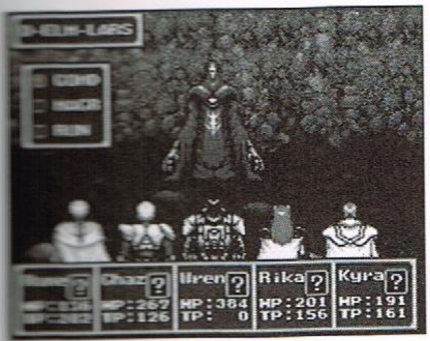
★ You'll bash this bad boy in Garuberk Tower. Pulp his melon with 246HP to get 472EP and 249M.

GHOUL


GHOUL
COMD
MACR
RUN
Rune HP:175 TP:282
Chaz HP:205 TP:126
Wren HP:372 TP: 0
Rika HP:253 TP:156
Kyra HP:191 TP:161

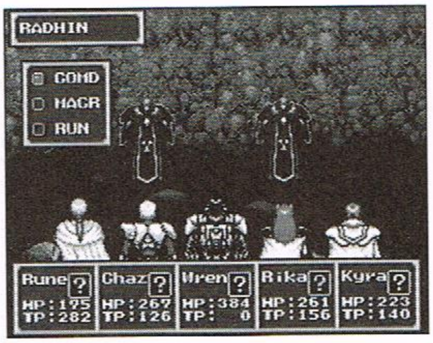
★ These zombie-lookin' muthas are at your mercy in Garuberk Tower. Clear 'em out of your way with 124HP and you get 429EP and 341M.

D-ELM-LARS


D-ELM-LARS
COMD
MACR
RUN
Rune
Chaz HP:267 TP:126
Wren HP:384 TP: 0
Rika HP:201 TP:156
Kyra HP:191 TP:161

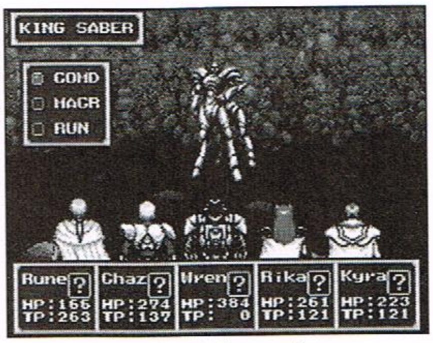
★ Blue boy here is a tough-cookie denizen of Garuberk Tower. Disrobe him for a mere 777HP to get 783EP and 500M.

RADHIN


RADHIN
COMD
MACR
RUN
Rune HP:175 TP:282
Chaz HP:267 TP:126
Wren HP:384 TP: 0
Rika HP:261 TP:156
Kyra HP:223 TP:140

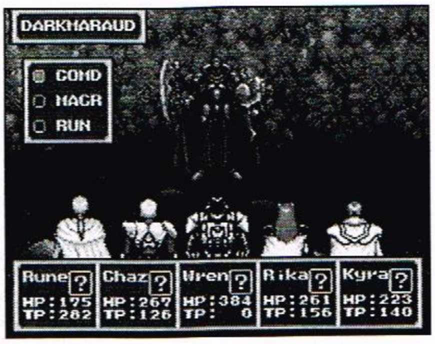
★ This wizard from the dark depths is first found in Garuberk Tower. His Seals spell may keep you from using your skills. Keep him from spelling again for only 286HP to get 592EP and 222M.

KING SABER


KING SABER
COMD
MACR
RUN
Rune HP:166 TP:263
Chaz HP:274 TP:137
Wren HP:384 TP: 0
Rika HP:261 TP:121
Kyra HP:223 TP:121

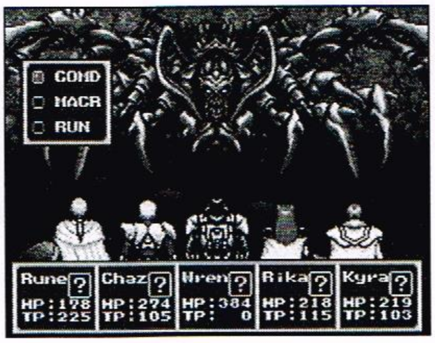
★ This cloven-hoofed mix of man, machine, and equine darkens your doorstep in Garuberk Tower. Turn off his juice with 216HP to get 603EP and 245M.

DARKMARAUD


DARKMARAUD
COMD
MACR
RUN
Rune HP:175 TP:282
Chaz HP:267 TP:126
Wren HP:384 TP: 0
Rika HP:261 TP:156
Kyra HP:223 TP:140

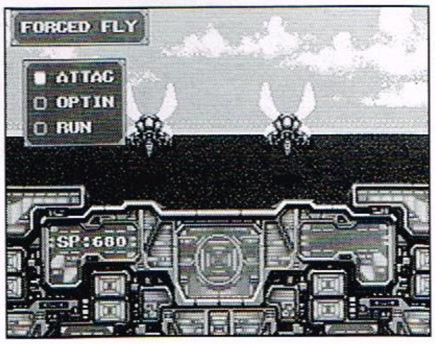
★ You'll battle this warrior monk in Garuberk Tower. Stop him in his tracks with 497HP to get 732EP and 250M.

DARK FORCE 2


COMD
MACR
RUN
Rune HP:198 TP:225
Chaz HP:274 TP:105
Wren HP:384 TP: 0
Rika HP:218 TP:115
Kyra HP:219 TP:103

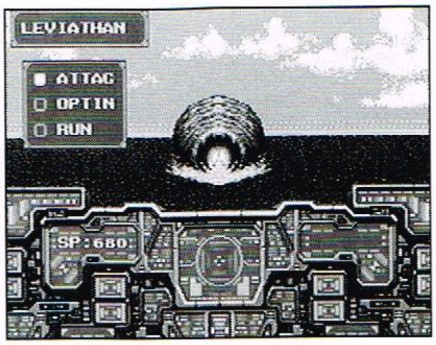
★ Your second battle with Dark Force is much like your first, but harder. Use all your defensive skills and offensive might to send him back to whatever dark hole he crawled out of. For interest, try a Combination Attack with Kyra's Hewn and Rune's Nafoi. Otherwise, wail and take him down with an unknown number of HP. You get 9,763EP and 1 whole M for your amazing battle abilities.

FORCED FLY


FORCED FLY
ATTAC
OPTIN
RUN
SP:680

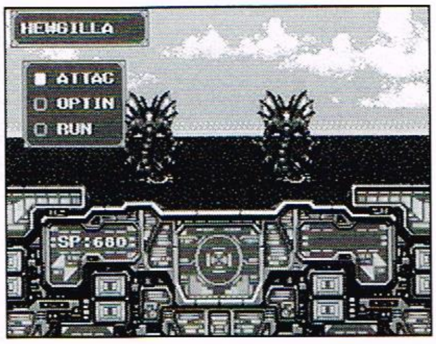
★ In the comfort of your Hydrofoil, you'll meet this waterborne insect. Clear him out of your way with 135HP to get 110EP and 1M.

LEVIATHAN


LEVIATHAN
ATTAC
OPTIN
RUN
SP:680

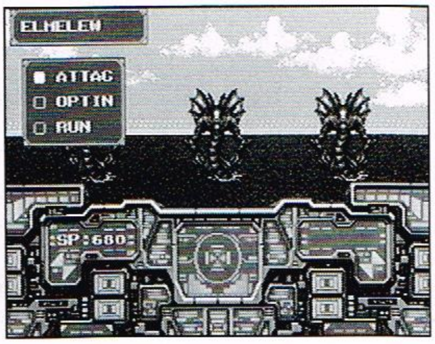
★ This strong, water-living cousin to the Sand Worm is a rough one. Use Th. Grid from your Hydrofoil Options menu to whup his noxious butt. Just 1,240HP will sink him. For your efforts, you get 312EP and 1M.

HEWGILLA


HEWGILLA
ATTAC
OPTIN
RUN
SP:680

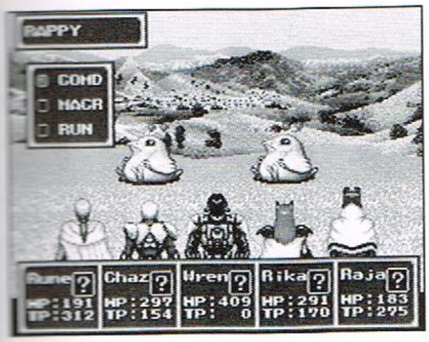
★ This fiery-finned fella gets in the way of a pleasant afternoon Hydrofoil ride. Send him to the depths with 362HP to get 44.5 big EP and 1 (don't spend it in one place) M.

ELMELEW


ELMELEW
ATTAC
OPTIN
RUN
SP:680

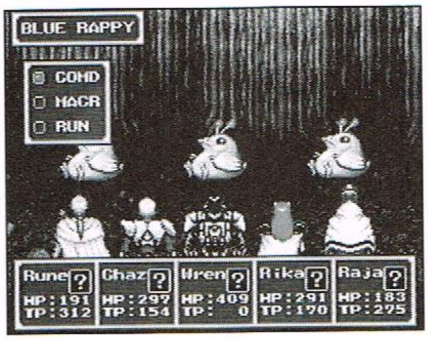
★ Treat this swimmer just like any other water hazard. Whup him. Drop him in the drink with 165HP to get 67.6EP and 1M.

RAPPY


RAPPY
COMD
MACR
RUN
Rune HP:191 TP:312
Chaz HP:297 TP:154
Wren HP:409 TP: 0
Rika HP:291 TP:170
Raja HP:183 TP:275

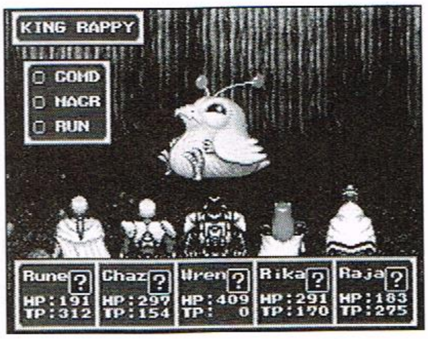
★ You'll encounter this too-cute-looking enemy during your Twisted Man mission on the island of Torinko. It takes 65HP to fricassee this bird. You pick up 86.5EP and 13M.

BLUE RAPPY


BLUE RAPPY
COMD
MACR
RUN
Rune HP:191 TP:312
Chaz HP:297 TP:154
Wren HP:409 TP: 0
Rika HP:291 TP:170
Raja HP:183 TP:275

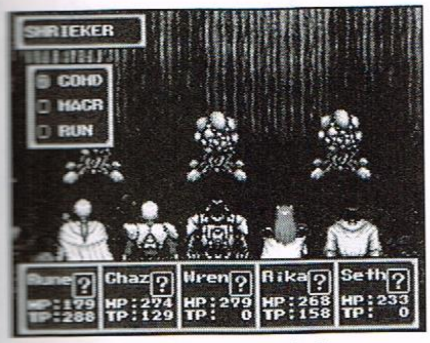
★ You'll meet the stronger of these mutant birds in the Rappy Cave on the island of Torinko. Stew his carcass with 130HP and you'll get 114.3EP and 13M.

KING RAPPY


KING RAPPY
COMD
MACR
RUN
Rune HP:191 TP:312
Chaz HP:297 TP:154
Wren HP:409 TP: 0
Rika HP:291 TP:170
Raja HP:183 TP:275

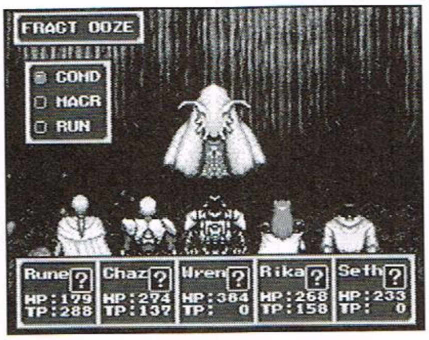
★ This boss o' birds resides in the Rappy Cave. Too bad you're not allowed to do more than just scare it off. Make it flee with 2,911HP to pick up 7,970EP and 555M.

SHRIEKER


SHRIEKER
COMD
MACR
RUN
Rune HP:179 TP:288
Chaz HP:274 TP:129
Wren HP:279 TP: 0
Rika HP:268 TP:158
Seth HP:233 TP: 0

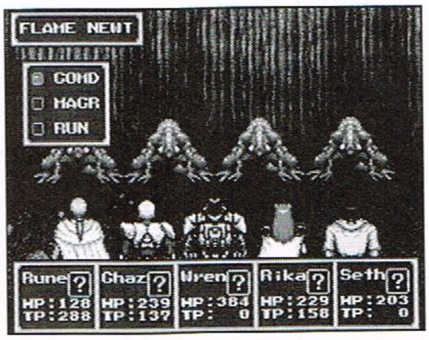
★ In your brisk walk through the Soldier's Temple (Seth's a bad guy!), you'll come upon these high-energy fungi. Make salad with 186HP to get 442.6EP and 32M.

FRACT OOZE


FRACT OOZE
COMD
MACR
RUN
Rune HP:179 TP:288
Chaz HP:274 TP:137
Wren HP:384 TP: 0
Rika HP:268 TP:158
Seth HP:233 TP: 0

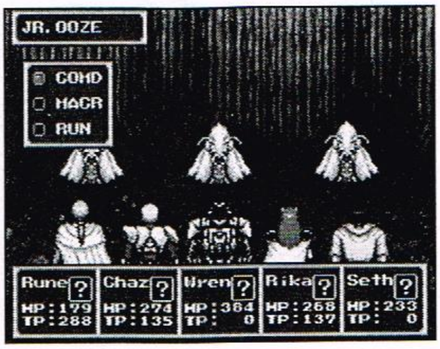
★ You'll visit with this fine-looking dessert (well, OK, monster) in the Soldier's Temple. Watch his Cell Split. Knock him flat with 999HP to get 1686EP and 101M.

FLAME NEWT


FLAME NEWT
COMD
MACR
RUN
Rune HP:128 TP:288
Chaz HP:239 TP:137
Wren HP:384 TP: 0
Rika HP:229 TP:158
Seth HP:203 TP: 0

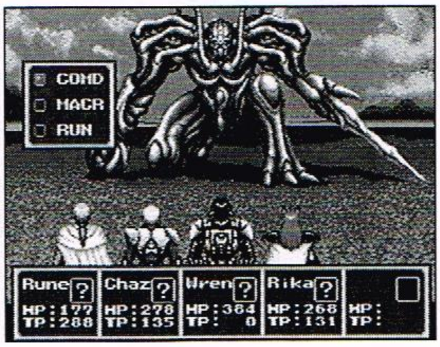
★ This squat little guy with the yellow eyes interferes with your trip through the Soldier's Temple. Clear him out of your path with 189HP to get 603EP and 327M.

JR. OOZE


JR. OOZE
COMD
MACR
RUN
Rune HP:179 TP:288
Chaz HP:274 TP:135
Wren HP:384 TP: 0
Rika HP:268 TP:137
Seth HP:233 TP: 0

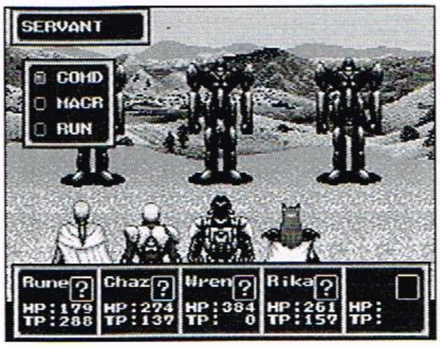
★ Whup this junior version of the Ooze family in the Soldier's Temple. It only takes 88HP to knock him loose. You receive 108.33EP and 130M for your pest-removal services.

DARK FORCE 3


COMD
MACR
RUN
Rune HP:177 TP:288
Chaz HP:278 TP:135
Wren HP:384 TP: 0
Rika HP:268 TP:131
HP:
TP:

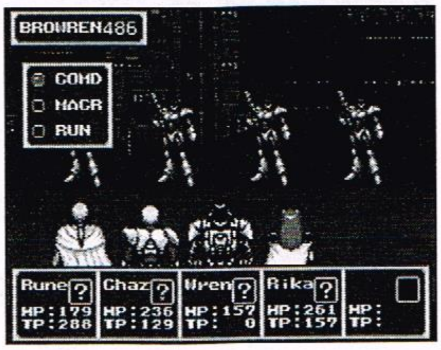
★ Your third and final battle with the dreaded Dark Force is a doozy, dude (sorry). Use all your defensive and offensive skills to send him back to the nether regions. All this time, the schmuck was masquerading as your pal Seth. Amazing. Reuse Saner when he drops your agility and wail, troops, wail. You get an astounding 16,666EP and a crummy single M for your trouble.

SERVANT


SERVANT
COMD
MACR
RUN
Rune HP:179 TP:288
Chaz HP:274 TP:137
Wren HP:384 TP: 0
Rika HP:261 TP:157
HP:
TP:

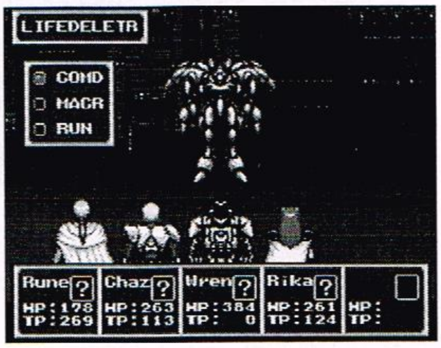
★ Tall boy first appears outside Zema on your Silver Soldier mission. Knock him down with 218HP and you'll get 671EP and 585M.

BROWREN486


BROWREN486
COMD
MACR
RUN
Rune HP:179 TP:288
Chaz HP:236 TP:129
Wren HP:157 TP: 0
Rika HP:261 TP:157
HP:
TP:

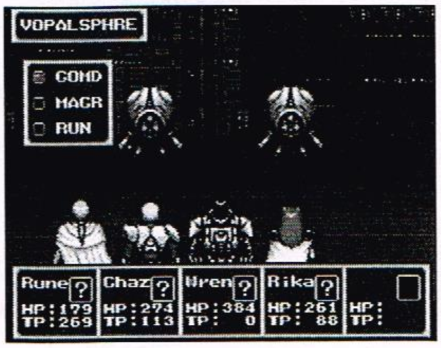
★ This pile of bolts impedes your progress through Vahal Fort. Use your bolt cutters for 190HP and you get 964EP and 750M.

LIFEDELETR


LIFEDELETR
COMD
MACR
RUN
Rune HP:178 TP:269
Chaz HP:263 TP:113
Wren HP:384 TP: 0
Rika HP:261 TP:124
HP:
TP:

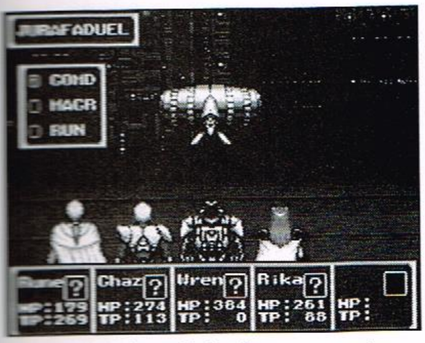
★ This guy earns his name. Take him out before he nails you. Offer up 420HP to get 2,500EP and 1,000M.

VOPALSPHRE


VOPALSPHRE
COMD
MACR
RUN
Rune HP:179 TP:269
Chaz HP:274 TP:113
Wren HP:384 TP: 0
Rika HP:261 TP: 88
HP:
TP:

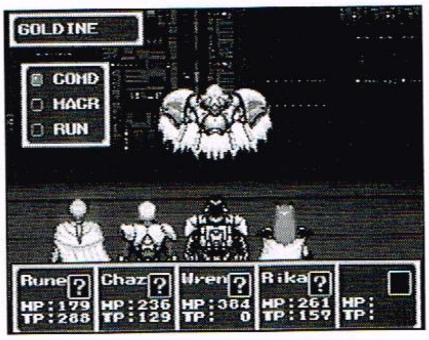
★ Green and floaty is taken down with 195HP and gives you 895.5EP and 490M.

JURAFADUEL


JURAFADUEL
COMD
MACR
RUN
Rune HP:179 TP:269
Chaz HP:274 TP:113
Wren HP:384 TP: 0
Rika HP:261 TP: 88
HP: TP:

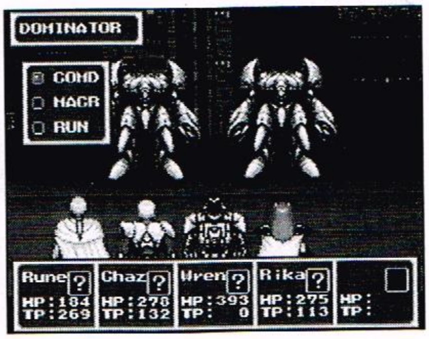
★ This bomb with the funny name is dropped with 282HP and gives you 1,056EP and 400M.

GOLDINE


GOLDINE
COMD
MACR
RUN
Rune HP:179 TP:288
Chaz HP:236 TP:129
Wren HP:384 TP: 0
Rika HP:261 TP:157
HP: TP:

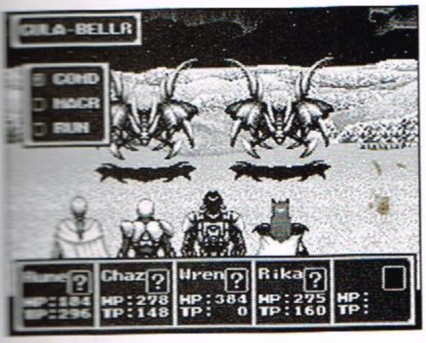
★ This tough guy is whupped with 320HP and gives you 1,034EP and 741M.

DOMINATOR


DOMINATOR
COMD
MACR
RUN
Rune HP:184 TP:269
Chaz HP:278 TP:132
Wren HP:393 TP: 0
Rika HP:275 TP:113
HP: TP:

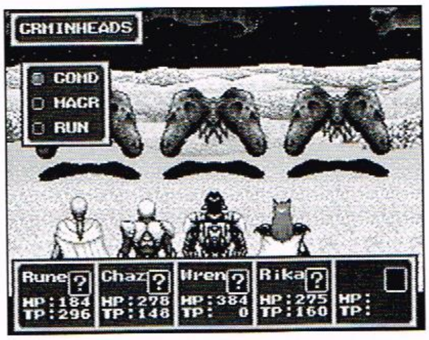
★ You'll not only find these monstrosities walking the halls of Vahal, you'll also have to take on three of them after talking to Daughter. Drop them with 999HP and you get 1,200EP and 500M.

CULA-BELLR


CULA-BELLR
COMD
MACR
RUN
Rune HP:184 TP:296
Chaz HP:278 TP:148
Wren HP:384 TP: 0
Rika HP:275 TP:160
HP: TP:

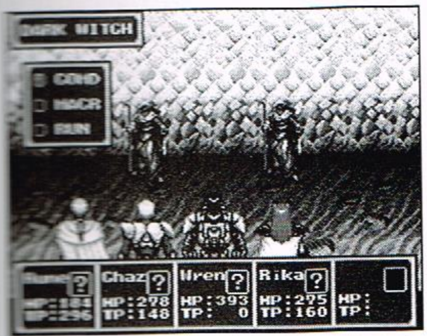
★ Impeding your progress across the surface of the planet Rykros is this ugly mutation of nature. Drop-kick him home with 999HP to get 1,454EP and 1M.

CRMINHEADS


CRMINHEADS
COMD
MACR
RUN
Rune HP:184 TP:296
Chaz HP:278 TP:148
Wren HP:384 TP: 0
Rika HP:275 TP:160
HP: TP:

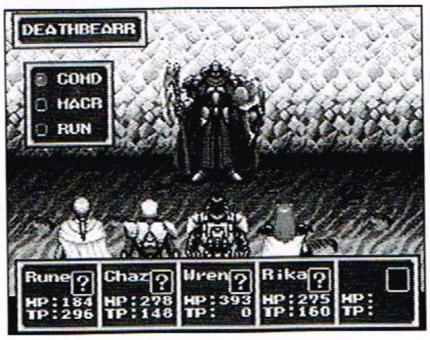
★ This flying lung hinders your travels on Rykros. Puncture one with 268HP and you get 896EP and 310M.

DARK WITCH


DARK WITCH
COMD
MACR
RUN
Rune HP:184 TP:296
Chaz HP:278 TP:148
Wren HP:393 TP: 0
Rika HP:275 TP:160
HP: TP:

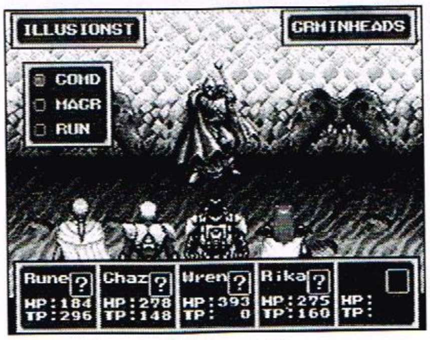
★ This spell-slingin' sucker is first found in the halls of Strength Tower. Fell the final freak with 253HP to get 979.5EP and 490M.

DEATHBEARR


DEATHBEARR
COMD
MACR
RUN
Rune HP:184 TP:296
Chaz HP:278 TP:148
Wren HP:393 TP: 0
Rika HP:275 TP:160
HP: TP:

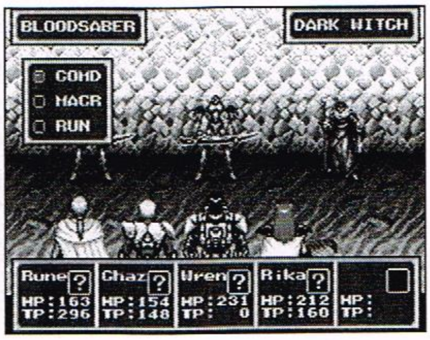
★ You'll fight this knight of evil in Strength Tower. Destroy the dread demon with 580HP and you receive 1,173EP and 311M for your proud endeavor.

ILLUSIONIST


ILLUSIONST
CRMINHEADS
COMD
MACR
RUN
Rune HP:184 TP:296
Chaz HP:278 TP:148
Wren HP:393 TP: 0
Rika HP:275 TP:160
HP: TP:

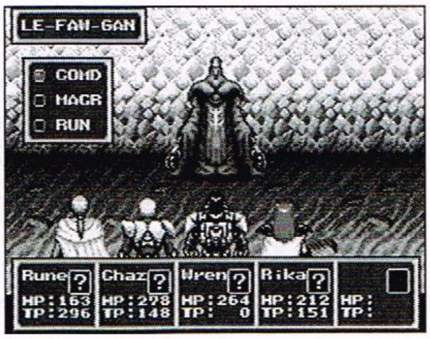
★ You'll battle this despicible mage in the corridors of Strength Tower. End his reign with 480HP to get 1,000EP and 888M in the deal.

BLOODSABER


BLOODSABER
DARK WITCH
COMD
MACR
RUN
Rune HP:163 TP:296
Chaz HP:154 TP:148
Wren HP:231 TP: 0
Rika HP:212 TP:160
HP:
TP:

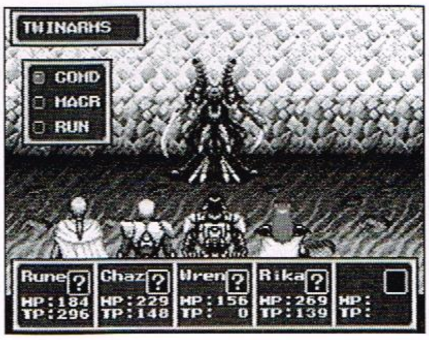
★ This sword-slingin' hombre first troubles your day in the Strength Tower. Stop his madness with 280HP and you'll get 1,095EP and 210M.

LE-FAW-GAN


LE-FAW-GAN
COMD
MACR
RUN
Rune HP:163 TP:296
Chaz HP:278 TP:148
Wren HP:264 TP: 0
Rika HP:212 TP:151
HP:
TP:

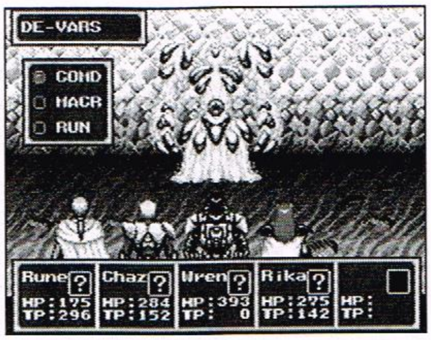
★ Mr. Gruesome and Green is found in the Strength Tower. Watch for his Gifoi attack. Put him out of your misery with 888HP to receive 1,248EP and 1,500M for your sword-swinging talents.

TWINARMS


TWINARMS
COMD
MACR
RUN
Rune HP:184 TP:296
Chaz HP:229 TP:148
Wren HP:156 TP: 0
Rika HP:269 TP:139
HP:
TP:

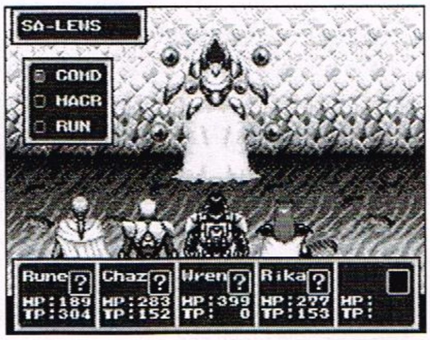
★ Battle Bladeright and Hakenleft, and they'll merge to become this creature. Hit him with 400HP (after the merge) to get 2,052EP and 659M.

DE-VARS


DE-VARS
COMD
MACR
RUN
Rune HP:175 TP:296
Chaz HP:284 TP:152
Wren HP:393 TP: 0
Rika HP:275 TP:142
HP:
TP:

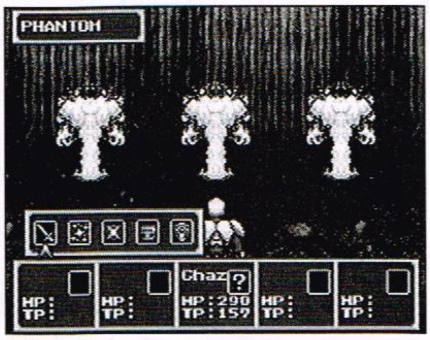
★ The boss of Strength Tower is easy if you follow these simple directions. Use Wren's Flare, Chaz's Rayblade (when out of Rayblade, use Nathu), Rune's Legion (then Nawat), and have Rika deal with your party's health. Take this pretty foe out with 5,499HP. For your strength, you get 8,750EP and 1 big M.

SA-LEWS


SA-LEWS
COMD
MACR
RUN
Rune HP:189 TP:304
Chaz HP:283 TP:152
Wren HP:399 TP: 0
Rika HP:277 TP:153
HP:
TP:

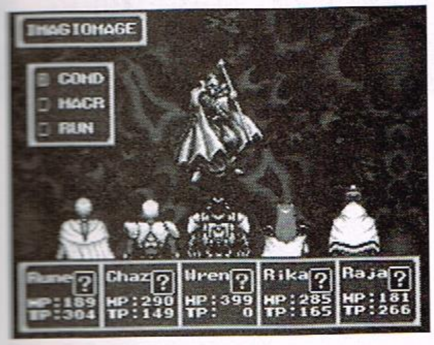
★ The next new enemy you'll face is the boss of Courage Tower. Treat him exactly like you treated his cousin over at Strength Tower. It takes 5,499HP to drop him, and you get 8,750EP and 1M.

PHANTOM


PHANTOM
HP:
TP:
Chaz HP:290 TP:157

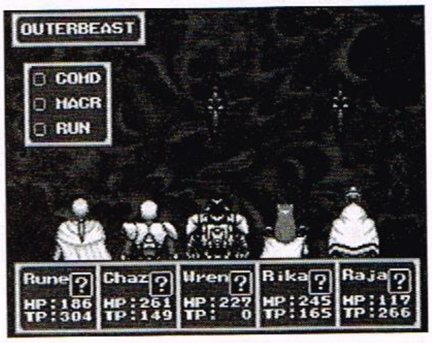
★ This frozen column of flame (makes sense, no?) harries Chaz while he's alone in the Sword Cavern. Drop it with 180HP, and Chaz collects 1,000EP and 1M.

IMAGIOMAGE


IMAGIOMAGE
COMD
MACR
RUN
Rune HP:189 TP:304
Chaz HP:290 TP:149
Wren HP:399 TP: 0
Rika HP:285 TP:165
Raja HP:181 TP:266

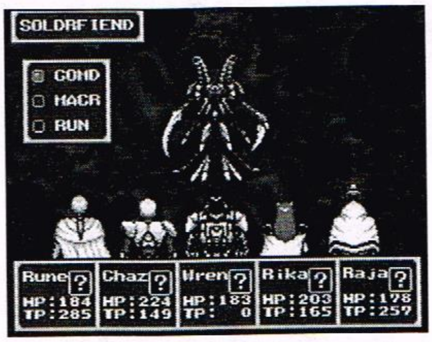
★ You'll find this mage from hell wandering the fractal corridors of The Edge. Make him stop his evil spelling with 586HP to collect 1,010EP and 1M (you don't need them anymore, anyway).

OUTERBEAST


OUTERBEAST
COMD
MACR
RUN
Rune HP:186 TP:304
Chaz HP:261 TP:149
Wren HP:227 TP: 0
Rika HP:245 TP:165
Raja HP:117 TP:266

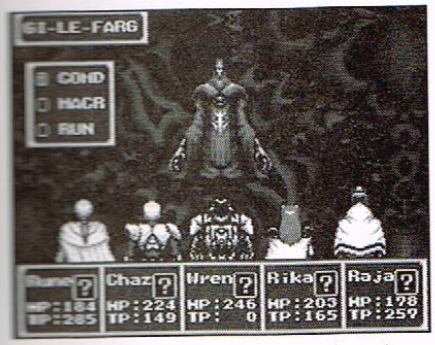
★ Like his cousin the Dimensworm, this creature takes 1HP of damage from each character. But in this case, in addition to Gra attacks, you can also use Chaz's Elysium Sword to make mincemeat out of them. Each Outerbeast takes 7HP to fell, and you garner 812EP and 1M.

SOLDRFIEND


SOLDRFIEND
COMD
MACR
RUN
Rune HP:184 TP:285
Chaz HP:224 TP:149
Wren HP:183 TP: 0
Rika HP:203 TP:165
Raja HP:178 TP:257

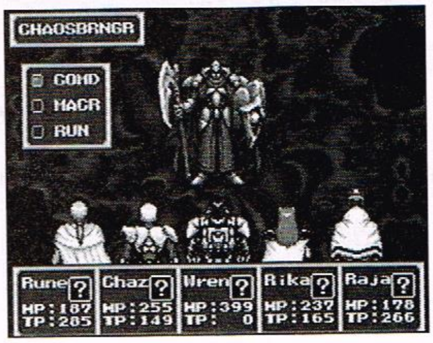
★ On your hike through the region of The Edge, you'll take on this beast (which looks suspiciously like a Twinarms). Nail it with 500HP to get 998EP and 1M.

GI-LE-FARG


GI-LE-FARG
COMD
MACR
RUN
Rune HP:184 TP:285
Chaz HP:224 TP:149
Wren HP:246 TP: 0
Rika HP:203 TP:165
Raja HP:178 TP:259

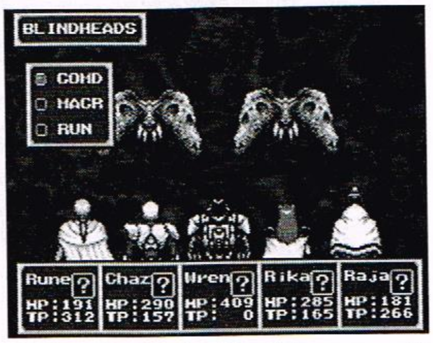
★ This heavy user of magic is taken down with 999HP worth of attacks. For your talents, you receive 1,999EP and 1M.

CHAOSBRNGR


CHAOSBRNGR
COMD
MACR
RUN
Rune HP:187 TP:285
Chaz HP:255 TP:149
Wren HP:399 TP: 0
Rika HP:237 TP:165
Raja HP:178 TP:266

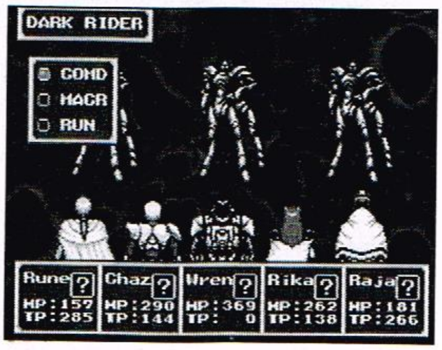
★ This mighty battle mage is encountered in your trip from the Edge to Profound Darkness. It takes 649HP to drop him in his tracks. In return, you get 1658EP and 1M.

BLINDHEADS


BLINDHEADS
COMD
MACR
RUN
Rune HP:191 TP:312
Chaz HP:290 TP:157
Wren HP:409 TP: 0
Rika HP:285 TP:165
Raja HP:181 TP:266

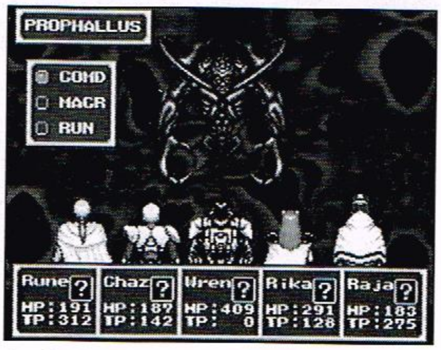
★ These familiar-looking fellas come with a new name and pack a stronger punch. Watch out for their paralyzing attack. Bash these boulders with 299HP and ye shall receive 878EP and 1M.

DARK RIDER


DARK RIDER
COMD
MACR
RUN
Rune HP:157 TP:285
Chaz HP:290 TP:144
Wren HP:369 TP: 0
Rika HP:262 TP:138
Raja HP:181 TP:266

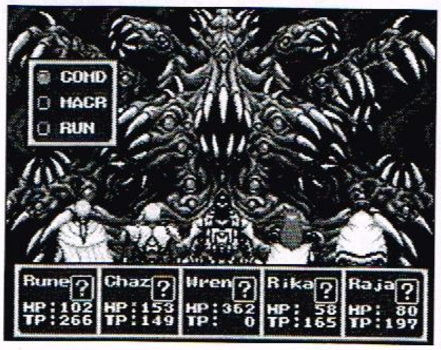
★ Put an end to this mechanized hobbyhorse with 334HP to get 1,104EP and 1M for each member of the glue factory team.

PROPHALLUS


PROPHALLUS
COMD
MACR
RUN
Rune HP:191 TP:312
Chaz HP:187 TP:142
Wren HP:409 TP: 0
Rika HP:291 TP:128
Raja HP:183 TP:275

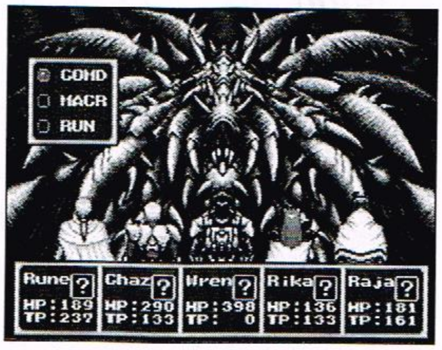
★ This enemy is big and seriously tough. Use Saner and Deban and wail with your strongest attacks. He shows up infrequently in trips through The Edge, so you may not have to fight him at all. When you do, it takes 2,999HP to soften him up. For your efforts, you get 13,099EP and 1M.

PROFOUND DARKNESS, 1ST INCARNATION


COMD
MACR
RUN
Rune HP:102 TP:266
Chaz HP:153 TP:149
Wren HP:362 TP: 0
Rika HP: 58 TP:165
Raja HP: 80 TP:197

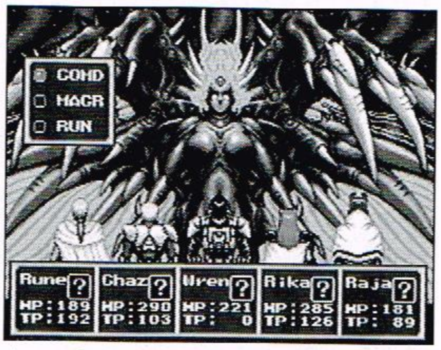
★ You know the score here. All defense. All offense. This one's a battle to end all battles. It may make sense to consider using Raja in this final set of fights because he has Atraxia to restore TP, and he can use Miracle, Rever, and Regen to bring your party members back to life.

PROFOUND DARKNESS, 2ND INCARNATION


COMD
MACR
RUN
Rune HP:189 TP:237
Chaz HP:290 TP:133
Wren HP:398 TP: 0
Rika HP:136 TP:133
Raja HP:181 TP:161

★ Well, you're a third of the way done. Keep it up. For fun, restart from the Space Port and try this battle with each possible fifth character. Too bad Alys didn't make it, huh?

PROFOUND DARKNESS, FINAL INCARNATION


COMD
MACR
RUN
Rune HP:189 TP:192
Chaz HP:290 TP:103
Wren HP:221 TP: 0
Rika HP:285 TP:126
Raja HP:181 TP: 89

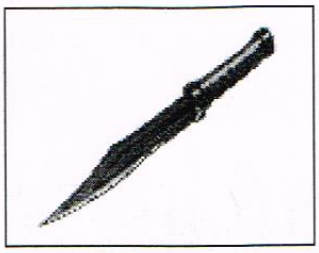
★ You have now made it two-thirds of the way through the final battle. Don't forget to restore your defensive Skills when she nails you with Cancelling. Good luck. We agonized over showing this set of screens because we hate to show too much of the game, even in a how-to book. But then we figured, fine, we'll show it. We're not going to reveal the ending, though.

CHAPTER 4

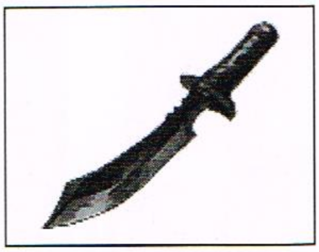
Weapons, Armor, and Items

This chapter offers important information about all the weapons, armor, and items in Phatasy Star IV. The first section is an overview of each type of weapon and tells who can use what — all the characters in Phantasy Star IV carry a weapon of some sort, but you cannot equip every weapon for every fighter. We then examine all the armor, then we take a look at all the items. The next section takes you on a town-by-town tour of the Weapon and Item Shops, and the last section tells you what you can expect to find in dungeon and maze treasure chests.

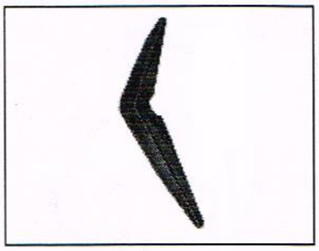
Weapons



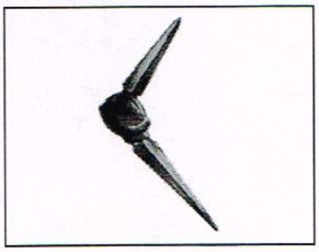
☆ Daggers are small, short, and not terribly powerful. You must get very close to use them in battle. Chaz and Hahn can use all the daggers in the game with one exception: Hahn carries a special dagger to the final battle against Profound Darkness.



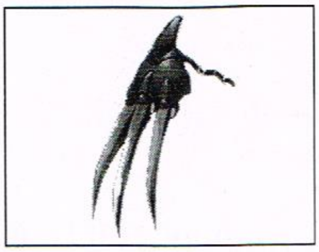
☆ Knives are bigger and cause more damage than a dagger. They are preferred by hunters. You can carry two Knives for a stronger attack or one Knife and a shield for a better defense. Chaz and Hahn can use all the Knives found in the game.



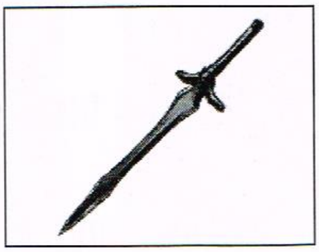
☆ The Boomerang is a distance weapon. It inflicts damage on multiple enemies with each throw. Like other one-handed armaments, the Boomerang can be equipped twice or carried with a Shield. Alys and Kyra can carry this weapon.



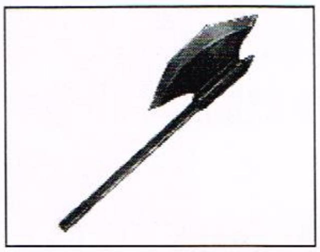
☆ The Slicer is similar to the Boomerang, but it has long, sharpened blades. It also inflicts damage on several enemies at once. You can equip one with a Shield or carry two for more deadly attacks. Alys and Kyra use this form of weapon.



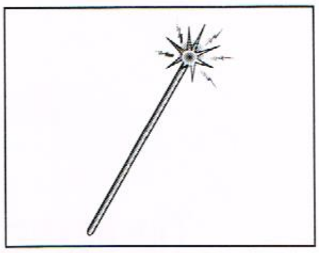
☆ Your fighter must be very light and agile to carry the Claw, so Rika is the only character in the game who can use it. This weapon is as powerful as a sword, but it can only be used at very close range. Equip two Claws for a double slash attack.



☆ The Sword is an exceedingly powerful weapon. As it must be used two-handed, your fighter is left shieldless. Be sure to get the very best in armor to help compensate defensively. Chaz is the Sword-wielder in the game.



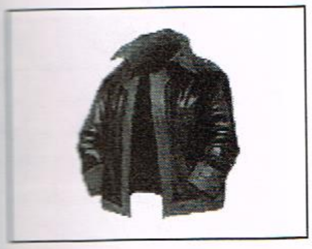
☆ The wielder of the Axe must be strong indeed. This two-handed weapon has great attack power in the proper hands. Like the Sword, the Axe leaves your character without a shield. Gryz is the only character capable of using the Axe.



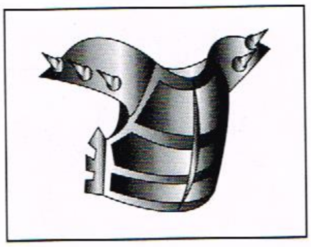
☆ The Rod can only be equipped by magic users. As a weapon, it's not terribly effective — it's used mostly as a focusing tool for magic wielders. But when you're out of TP or saving your spells, it can be used in a pinch. Raja and Rune can both use the Rod.

Armor

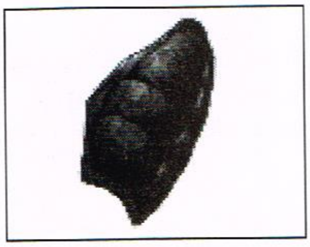
Always get the best armor you can afford for your characters. Even the strongest fighter's Defense is increased substantially by quality armor. The following is a list of the types of defensive clothing.



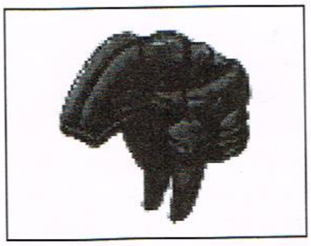
★ Leather Cloth is the lightest protection you can get. Made from Sand Worm hide, it's freedom of movement is unsurpassed. Defensively, it doesn't offer much protection. Replace Leather Cloth as soon as possible.



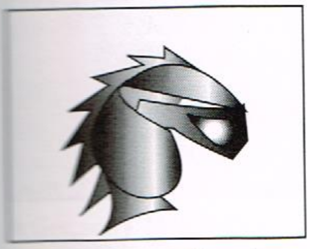
★ Armor and Mail come in many forms. You can get ceramics, steel, titanium, and more. Upgrade as often as you can afford or as soon as you find new Armor. You can tell which is stronger by looking at it in the Equip menu.



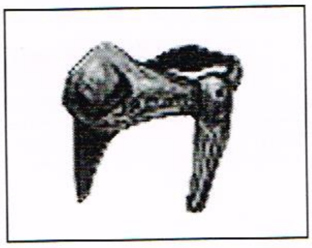
★ Shields are used with one-handed weapons. They come in various materials, from multilayered leather to ceramics, steel, and titanium. Consider bypassing the use of a Shield and carrying two weapons for a stronger attack.



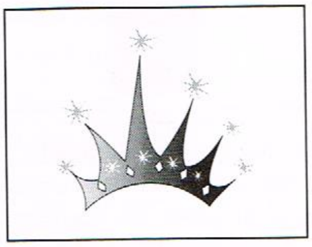
★ The Helmet, worn only by men, gives the head protection. Like other types of Armor, it comes in multiple forms. Step up to stronger Helmets as soon as you are able. Chaz and Gryz are able to wear Helmets.



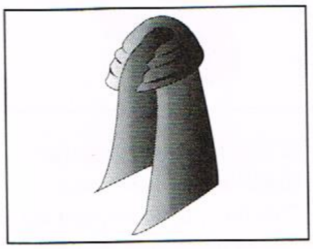
★ Gear is like a Helmet for mechanical characters. Their non-flesh noggins need protection too. Upgrade as often as possible. Demi and Wren use Gear.



★ The Crown, worn only by women, is similar to a Helmet. Like other headgear, Crowns are made from various materials and offer varying degrees of protection. Get the best you can afford or find. Rika, Alys, and Kyra wear Crowns.

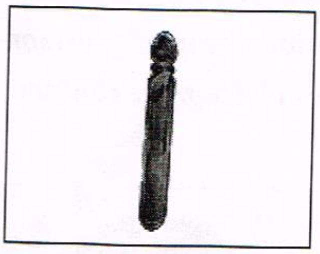


★ Circlets are the only head gear a magic wielder can wear. They don't offer a lot of protection, but they do increase mental powers and help focus Techniques. Raja, Hahn, and Rune can wear a Circlet.

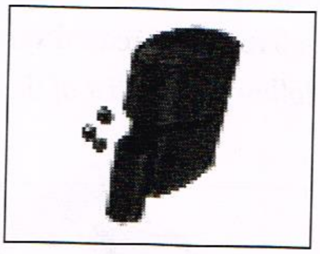


★ Robes offer little in the way of defense against physical attacks, but for your magic user, they mean the difference between continuing battle and flatlining. Robes are more adept at reflecting magical attacks than armor. Rune and Raja can both wear the Robe.

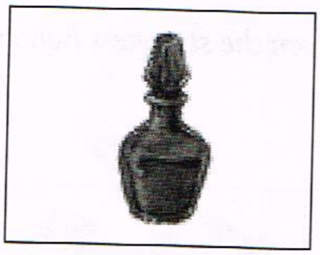
Items



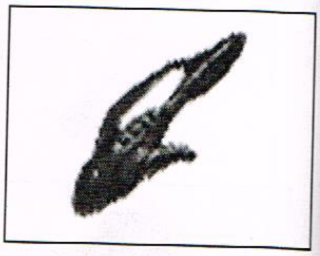
☆ Monomate, Dimate, and Trimate restore your character's HP. Each is more powerful than the previous. In the Tool Shops throughout the game, you are able to purchase these at prices that correspond to their power.



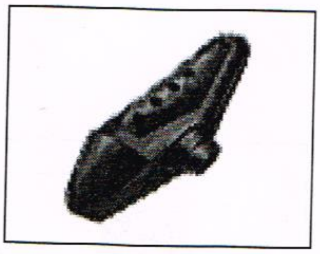
☆ The Antidote can cure a single poisoned player.



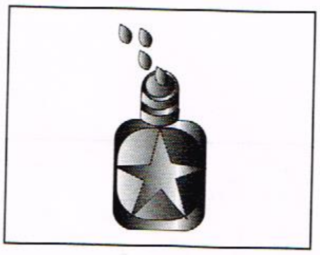
☆ Cure-Paral releases one paralyzed player from a spell of bondage.



☆ The Escapipe is a single-use transport tool. Use it and your party is pulled out of the unsavable depths of a dungeon or maze to an area where they can camp and you can safely save the game.



☆ The Telepipe is another single-use transport tool. This time, however, you are able to move your party to any previously visited town on the planet that you are currently on.

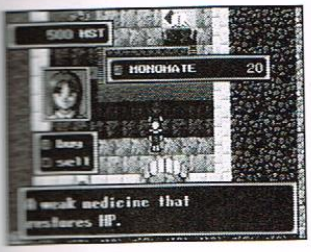


☆ Dews are very powerful. They are found only in mazes and dungeons. The Star Dew restores some of the energy for your whole party. The Moon Dew can give life to a flatlined character. And last but not least, the Sun Dew restores full life to one character not already flatlined.

What You Can Buy Where

Planet Montavia

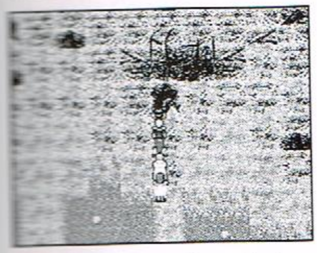
PIATA


500 MST
MONOMATE 20
buy
sell

A weak medicine that restores HP.

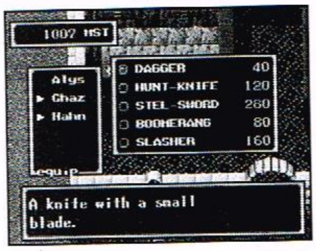
★ Piata is not shopping heaven. There is only a single shop that sells just one item: The Tool Shop sells Monomate at a cost of 20 Meseta. This item is necessary, so stock up.

MOLCUM



★ Gee, sorry. Molcum had some truly amazing shopping. It had a mall, tons of outlet stores, and even mail-order businesses. Too bad it burned to the ground. Guess you'll have to move on to the next town to get your stuff.

MILE


1007 MST
Alys
▸ Chaz
▸ Hahn
equip
DAGGER 40
HUNT-KNIFE 120
STEL-SWORD 280
BOOMERANG 80
SLASHER 160

A knife with a small blade.

The Weapons Shop

Dagger	40M
Hunt Knife	120M
Stel-Sword	280M
Boomerang	80M
Slasher	160M

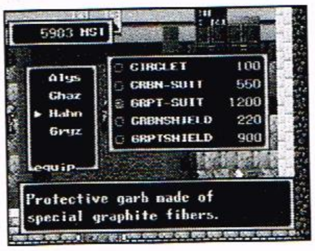
The Armor Shop

Lthr-Helm	80M
Lthr-Crown	90M
Lthr-Band	70M
Lthrshield	140M

The Tool Shop

Monomate	20M
Antidote	10M

ZEMA


5983 MST
Alys
Ghaz
▸ Hahn
Gryz
equip
CIRCLET 100
CRBN-SUIT 550
GRPT-SUIT 1200
CRBNSHIELD 220
GRPTSHIELD 900

Protective garb made of special graphite fibers.

The Weapons Shop

Hunt-Knife	120M
Stel-Sword	280M
Slasher	160M
Broad-Axe	1,000M

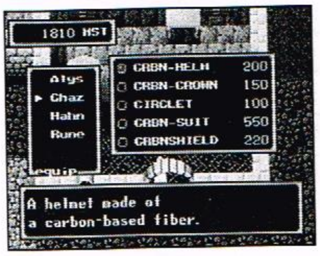
The Armor Shop

Circlet	100M
Crbn-Suit	550M
Grpt-Suit	1,200M
Crbnshield	220M
Grptshield	900M

The Tool Shop

Monomate	20M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

KRUP


1810 MST
Alys
▸ Chaz
Hahn
Rune
equip
CRBN-HELM 200
CRBN-CROWN 150
CIRCLET 100
CRBN-SUIT 550
CRBNSHIELD 220

A helmet made of a carbon-based fiber.

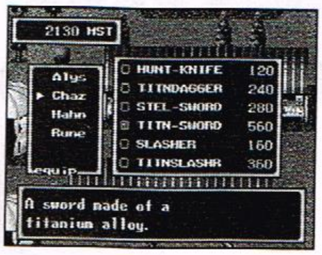
The Armor Shop

Crbn-Helm	200M
Crbn-Crown	150M
Circlet	100M
Crbn-Suit	550M
Crbnshield	220M

The Tool Shop

Monomate	20M
Antidote	10M
Telepipe	130M
Escapipe	70M

TONOE


2130 MST
Alys
▸ Chaz
Hahn
Rune
equip
○ HUNT-KNIFE 120
○ TITNDAGGER 240
○ STEL-SWORD 280
● TITN-SWORD 560
○ SLASHER 160
○ TITNSLASHR 360

A sword made of a
titanium alloy.

The Weapons Shop

Hunt-Knife	120M
TitnDagger	240M
Stel-Sword	280M
Titn-Sword	560M
Slasher	160M
Titnslasher	360M

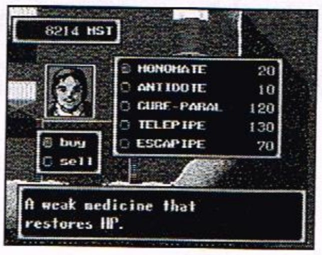
The Armor Shop

Circlet	100M
Titn-Helm	570M
Crbn-Suit	550M
Titn-Mail	1,120M
CrbnShield	220M
TitnShield	600M

The Tool Shop

Monomate	20M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

NAYAL

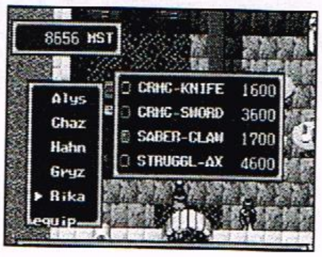

8214 MST
● buy
○ sell
● MONOMATE 20
○ ANTIDOTE 10
○ CURE-PARAL 120
○ TELEPIPE 130
○ ESCAPIPE 70

A weak medicine that
restores HP.

The Tool Shop

Monomate	20M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

AIEDO


8656 MST
Alys
Chaz
Hahn
Gryz
▸ Rika
equip
○ CRMC-KNIFE 1600
○ CRMC-SWORD 3600
● SABER-CLAW 1700
○ STRUGGL-AX 4600

The Weapons Shop

Hunt-Knife	120M
Slasher	160M
Claw	1,000M

The Armor Shop

Crbn-Helm	200M
Crbn-Crown	150M
Circlet	100M
Crbn-Suit	550M
Crbnshield	220M

The Guild Weapons Shop

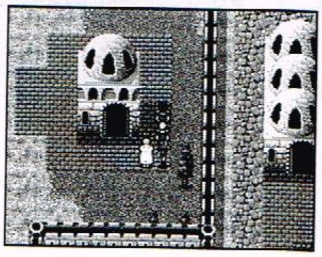
Crmc-Knife	1,000M
Crmc-Sword	3,6000M
Saber-Claw	1,700M
Struggl-Ax	4,600M

The Guild Armor Shop

Grpt-Crown	1,000M
Crmc-Helm	1,800M
Grpt-Suit	1,200M
Crmc-Mail	3,700M
Grptsheild	900M

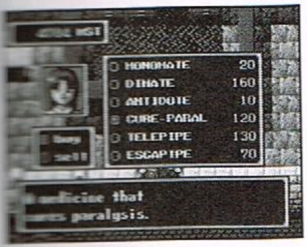
The Tool Shop

Monomate	20
Dimate	160



★ Walk around the outside of Aiedo's wall to the left and you will find a building. Enter and head for the basement. Here you find a bakery that makes shortbread. Use the shortbread in the mission that has you searching for a dog.

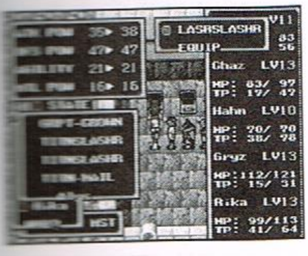
KADARY


MST
○ MONOMATE 20
○ DIMATE 160
○ ANTIDOTE 10
● CURE-PARAL 120
○ TELEPIPE 130
○ ESCAPIPE 70
buy
sell

medicine that
res paralysis.

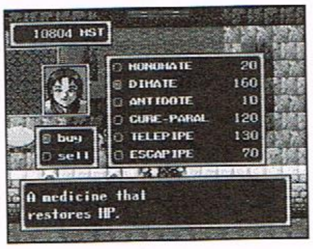
The Tool Shop

Monomate	20M
Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M


LASRSLASHR
EQUIP
35▸ 38
47▸ 47
21▸ 21
16▸ 16
STATE
Vii
83
56
Ghaz LV13
HP: 83/ 97
TP: 19/ 47
Hahn LV10
HP: 70/ 70
TP: 38/ 78
Gryz LV13
HP:112/121
TP: 15/ 31
Rika LV13
HP: 99/113
TP: 41/ 64
MST

★ On the outskirts of town, you will find a path around the walls to a separate area near the Cathedral. Here you can pick clean a couple of treasure chests and, most importantly, collect the Lasrslashr for Alys.

MONSEN

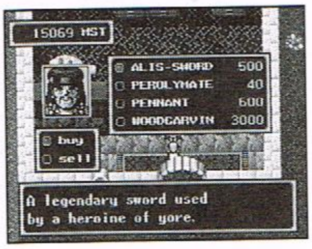

10804 MST
○ MONOMATE 20
● DIMATE 160
○ ANTIDOTE 10
○ CURE-PARAL 120
○ TELEPIPE 130
○ ESCAPIPE 70
● buy
○ sell

A medicine that
restores HP.

The Tool Shop

Monomate	20M
Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

TERMI


15069 MST
● ALIS-SWORD 500
○ PEROLYMATE 40
○ PENNANT 600
○ WOODCARVIN 3000
● buy
○ sell

A legendary sword used
by a heroine of yore.

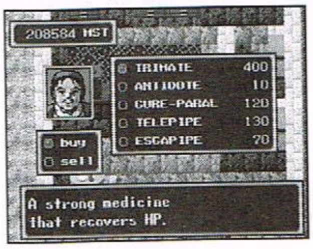
The Armor Shop

Psy-Crown	2,800M
Psy-Ring	1,200M
Psy-Mail	7,400M
Psy-Shield	4,600M

The Gift Shop

Alis-Sword	500M
Perolymate	40M
Pennant	600M
Woodcarvin	3,000M

UZO

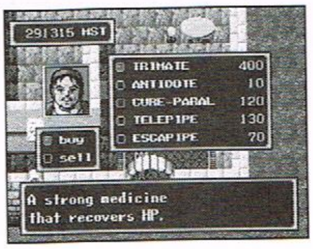

208584 MST
● TRIMATE 400
○ ANTIDOTE 10
○ CURE-PARAL 120
○ TELEPIPE 130
○ ESCAPIPE 70
● buy
○ sell

A strong medicine
that recovers HP.

The Tool Shop

Trimate	400M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

TORINKO


291315 MST
● TRIMATE 400
○ ANTIDOTE 10
○ CURE-PARAL 120
○ TELEPIPE 130
○ ESCAPIPE 70
● buy
○ sell

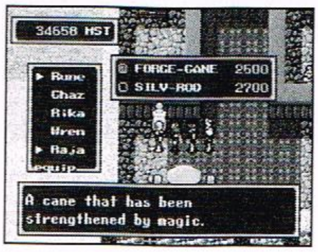
A strong medicine
that recovers HP.

The Tool Shop

Trimate	400M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

Planet Dezolis

RYUON



FORGE-CANE 2500
SILV-ROD 2700

A cane that has been
strengthened by magic.

The Weapons Shop

Force-Cane	2,500M
Silv-Cane	2,700M

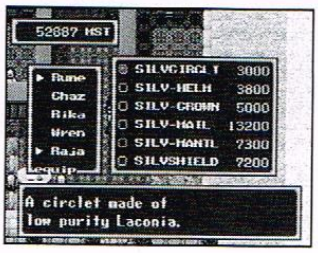
The Armor Shop

Silv-Mantl	7,300M
SilvCirclt	3,000M

The Tool Shop

Monomate	20M
Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

TYLER



SILVCIRCLT 3000
SILV-HELM 3800
SILV-CROWN 5000
SILV-MAIL 13200
SILV-MANTL 7300
SILVSHIELD 7200

A circlet made of
low purity Laconia.

The Weapons Shop

Crmc-Sword	3,600M
Crmc-Knife	1,600M
Silv-Rod	2,700M

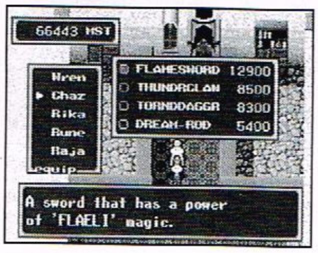
The Armor Shop

Sivcirclt	3,000M
Silv-Helm	3,800M
Silv-Crown	5,000M
Silv-Mail	13,200M
Silv-Mantl	7,300M
Silvshield	7,200M

The Tool Shop

Monomate	20M
Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

ZOSA



FLAMESWORD 12900
THUNDRCLAW 8500
TORNDDAGGR 8300
DREAM-ROD 5400

A sword that has a power
of 'FLAELI' magic.

The Weapons Shop

FlameSword	12,900M
ThundrClaw	8,500M
TorndDagger	8,300M
Dream-Rod	5,400M

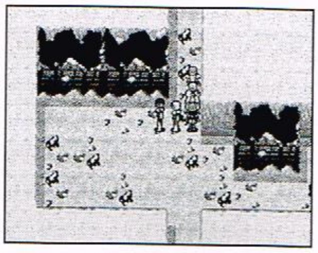
The Armor Shop

PhantaRobe	8,400M

The Tool Shop

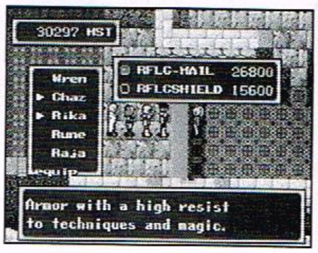
Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M
Pengu-Feed	800M

RESHEL



★ Sorry, folks. We'll never know what form of shopping opportunities the town of Reshel had. These days, all that can be found are the most current in Zombie fashions. After you take out Gumbious Temple, though, it's worth your while to revisit Reshel — it's been rebuilt.

MEESE



RFLC-MAIL 26800
RFLCSHIELD 15600

Armor with a high resist
to techniques and magic.

The Weapons Store

FlameSword	12,900M
ThundrClaw	8,500M
TorndDagger	8,300M
Dream-Rod	5,400M

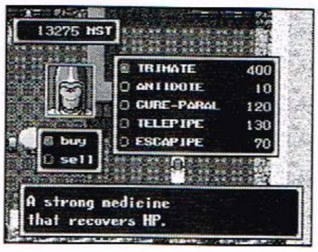
The Armor Shop

Rflc-Mail	26,800M
RflcShield	15,600M

The Tool Shop

Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

JUT



TRIMATE 400
ANTIDOTE 10
CURE-PARAL 120
TELEPIPE 130
ESCAPIPE 70

A strong medicine
that recovers HP.

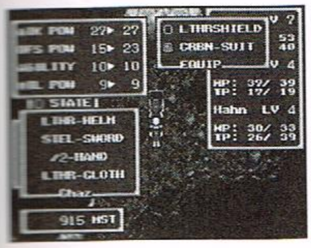
The Tool Store

Trimate	400M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

Weapons, Items, and Armor in Dungeons and Mazes

The following lists contents of the various treasure chests found throughout the game. We have not included single-use items, such as Monomate, Antidote, or Star Dew, because these things, though helpful, cannot be equipped.

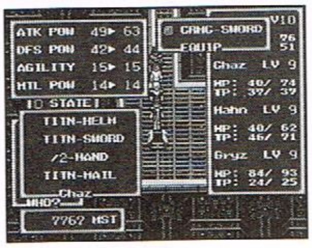
BIRTH VALLEY



```
K POW    27▶ 27   ○ LTHRSHIELD  V 7
FS POW   15▶ 23   ● CRBN-SUIT     53
ILITY    10▶ 10     EQUIP         40
L POW     9▶  9                  V 4
                  HP:  39/ 39
  STATE           TP:  17/ 19
   LTHR-HELM      Hahn   LV 4
   STEL-SWORD     HP:  30/ 33
   /2-HAND        TP:  26/ 39
   LTHR-CLOTH
      Chaz
     915 MST
```

★ The Birth Valley maze gives you a Crbn-Suit (give it to Chaz) and a CrbnShield (sell it).

THE BIO-PLANT



```
ATK POW  49▶ 63   ● CRMC-SWORD  V10
DFS POW  42▶ 44     EQUIP         76
AGILITY  15▶ 15                   51
HTL POW  14▶ 14   Chaz   LV 9
                  HP:  40/ 74
 STATE            TP:  37/ 37
   TITN-HELM      Hahn   LV 9
   TITN-SWORD     HP:  40/ 62
   /2-HAND        TP:  46/ 71
   TITN-MAIL      Gryz   LV 9
      Chaz        HP:  84/ 93
 WHO?             TP:  24/ 25
    7767 MST
```

★ You'll collect a Crmc-Sword (for Chaz) and a Grpt-Crown (for Alys) in the Bio-Plant.

TONOE'S WAREHOUSE BASEMENT

```
So this is Alshline!
```

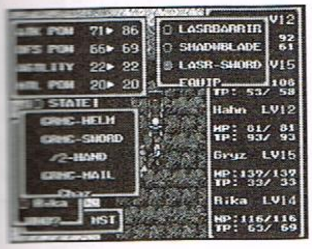
★ In the basement of Tonoe's Warehouse, you'll get a Titn-Crown (for Alys) and a bottle of Ashline to restore humans that have been turned to stone.

THE WRECKAGE

```
Box has been opened!
CRMC-MAIL is procured!
```

★ In the mysterious Wreckage, you'll collect Crmc-Mail (for whomever is without and can wear it), Crmc-Knife (for Hahn), and Crmc-Shield (sell it).

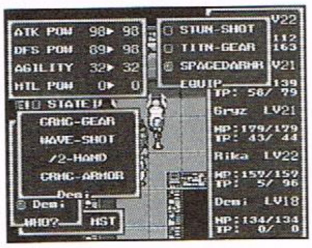
ZIO'S FORT



```
K POW    71▶ 86   ○ LASRBARRIR  V12
FS POW   66▶ 69   ○ SHADWBLADE    92
ILITY    22▶ 22   ● LASR-SWORD    61
L POW    20▶ 20     EQUIP       V15
                                 108
 STATE            TP:  53/ 58
   CRMC-HELM      Hahn   LV12
   CRMC-SWORD     HP:  81/ 81
   /2-HAND        TP:  93/ 93
   CRMC-MAIL      Gryz   LV15
      Chaz        HP: 137/137
 Rika             TP:  33/ 33
 WHO?     MST     Rika   LV14
                  HP: 116/116
                  TP:  63/ 69
```

★ In your wanderings through Zio's Fort, you'll get a Lasr-Sword (for Chaz), a Lasr-Claw (for Rika), a LasrBarrir (sell it). There are times when your enemies will give up a Shadow-Blade (drop this immediately).

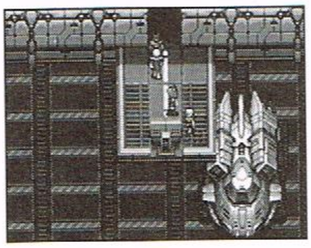
NURVUS



```
ATK POW  98▶ 98   ○ STUN-SHOT   V22
DFS POW  89▶ 98   ○ TITN-GEAR    112
AGILITY  32▶ 32   ● SPACEDARMR   163
HTL POW   0▶  0     EQUIP       V21
                                 139
 STATE            TP:  58/ 79
   CRMC-GEAR      Gryz   LV21
   WAVE-SHOT      HP: 179/179
   /2-HAND        TP:  43/ 44
   CRMC-ARMOR     Rika   LV22
      Demi        HP: 159/159
 ● Demi           TP:   5/ 96
 WHO?     MST     Demi   LV18
                  HP: 134/134
                  TP:   0/  0
```

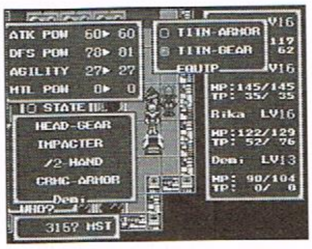
★ In Nurvus (under Zio's Fort), you'll find quite a pile of goodies: the SpacedArmr (for Demi), the WaveShot (for Demi), the Lasr-Claw (for Rika), the Plasm-Claw (for Rika), the Crmc-Gear (for Demi), and the Lasr-Barrir. Upon completion, you'll collect your first space ship for interplanetary travel.

MACHINE CENTER



★ In the Machine Center, you'll pick up the Control Key (which runs the Center) and your first vehicle, the Land Rover.

PLATE SYSTEM



```
ATK POW  60▶ 60   ○ TITN-ARMOR  V16
DFS POW  78▶ 81   ● TITN-GEAR    117
AGILITY  27▶ 27     EQUIP         62
HTL POW   0▶  0                 V16
                  HP: 145/145
 STATE            TP:  35/ 35
   HEAD-GEAR      Rika   LV16
   IMPACTER       HP: 122/129
   /2-HAND        TP:  52/ 76
   CRMC-ARMOR     Demi   LV13
      Demi        HP:  90/104
 WHO?             TP:   0/  0
    3157 MST
```

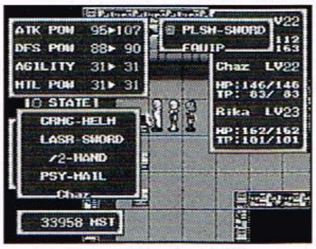
★ In the Plate System, you'll get another solid passel of items. Here you collect the Phonomezer (for Demi), the Stun Shot (for Demi), the Titn-Gear (for Demi), the Crmc-Armor (for Demi), the Lasr-Knife (sell it), and the Lasr-Barrir (sell it).

LADEA TOWER

Chest has been opened!
PSYCO-WAND is procured!

☆ Ladea Tower has two items that are important. The first is the FradeMantl (for Rune) and the second, more necessary, acquisition is the Psycho-Wand (for Rune).

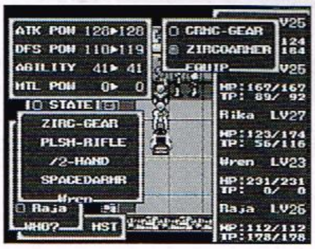
ZELAN



ATK POW 95▸107
DFS POW 88▸ 90
AGILITY 31▸ 31
MTL POW 31▸ 31
PLSM-SWORD
EQUIP
STATE
CRMC-HELM
LASR-SWORD
/2-HAND
PSY-MAIL
Chaz
33958 MST
Chaz LV22
HP:146/146
TP: 83/ 83
Rika LV23
HP:162/162
TP:101/101

☆ Zelan is weaponry central. Here you get the Plsm-Sword (for Chaz), the Canceller (for Wren), the Pulse-Lasr (sell it), the Plsm-Filed (sell it), the Plsm-Dagger (sell it), and lastly, the Plsm-Claw (for Rika).

KURAN



ATK POW 128▸128
DFS POW 110▸119
AGILITY 41▸ 41
MTL POW 0▸ 0
CRMC-GEAR
ZIRCOARMER
EQUIP
STATE
ZIRC-GEAR
PLSM-RIFLE
/2-HAND
SPACEDARMR
Wren
Raja
WHO?
MST
HP:167/167
TP: 89/ 92
Rika LV27
HP:123/174
TP: 56/116
Wren LV23
HP:231/231
TP: 0/ 0
Raja LV26
HP:112/112
TP:178/178

☆ Kuran is a great place to get Wren equipped. Here you'll get the ZircoArmer (for Wren), the Hyper-Jammr (for Wren), and the NapalmShot (again, for Wren).

THE HANGAR

Here's an emblem.
L-a-n-d-a-l-e...

☆ The Hangar gives you two major items. You'll collect Zirc-Gear (for Wren), and your second space ship, the Landale. Don't break this one, OK?

ESPER MANSION

So this is the sacred sword,
Elsydeon...

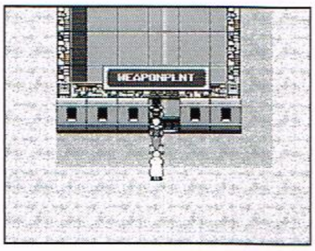
☆ In your first trip through the Esper Mansion, you'll get the Laco Rod and the Rflc-Robe (for Rune). Much later in the game, you'll come through a second time and get the Sword Elsydeon (for Chaz) from the Sacred Sword Cavern (under the Mansion)

MYST VALE

It's the Silver Tusk!

☆ Myau. Go see the old man at the back of Myst Vale to get the Silver Tusk for Rika.

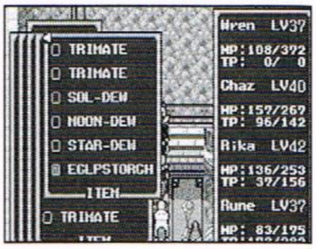
WEAPONS PLANT



WEAPONPLNT

☆ You'll get Elst-Armor (not needed), Elst-Gear (not needed), Plsmlaunch (for Wren), and the Burstroc (for Wren).

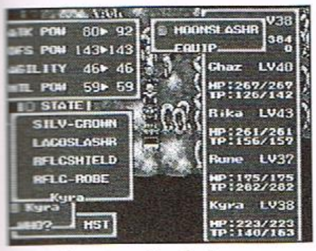
AIR CASTLE



TRIMATE
TRIMATE
SOL-DEW
MOON-DEW
STAR-DEW
ECLPSTORCH
ITEM
TRIMATE
Wren LV37
HP:108/372
TP: 0/ 0
Chaz LV40
HP:157/267
TP: 96/142
Rika LV42
HP:136/253
TP: 37/156
Rune LV37
HP: 83/175

☆ In the Air Castle, you'll pick up three major items. You get the Swift-Helm (for Chaz), the GenocyClaw (for Rika), and the Eclipse Torch (to get through the game).

GARUBERK TOWER


ATK POW 80► 92
DFS POW 143►143
AGILITY 46► 46
MTL POW 59► 59
STATE
SILV-CROWN
LACOSLASHR
RFLCSHIELD
RFLC-ROBE
Kyra
Kyra
WHO?
MST
MOONSLASHR
EQUIP
V38
384
0
Chaz LV40
HP:267/267
TP:126/142
Rika LV43
HP:261/261
TP:156/157
Rune LV37
HP:175/175
TP:282/282
Kyra LV38
HP:223/223
TP:140/163

★ In the Garuberk Tower, you'll get the MoonSlashr (for Kyra) and the Pow-Shield (sell it).

THE SOLDIER'S TEMPLE

Chest has been opened!
AERO-PRISM is procured!

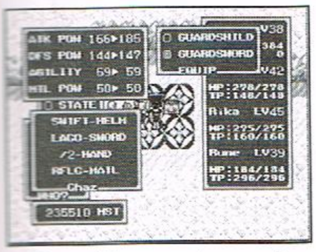
★ Here you collect but one item. It's worth your efforts though. When you pick up the Air Prism, it lets you voyage to the planet Rykros.

SILENCE TEMPLE

ATK POW 61► 67
DFS POW 114►114
AGILITY 46► 46
MTL POW 82► 82
STATE
SILVCIRCLT
LACO-ROD
/2-HAND
RFLC-ROBE
Rune
WHO?
242310 MST
PSYCO-WAND
GUARD-ROD
EQUIP
V39
393
0
V42
HP:278/278
TP:148/148
Rika LV45
HP:269/275
TP:136/160
Rune LV39
HP:184/184
TP:296/296

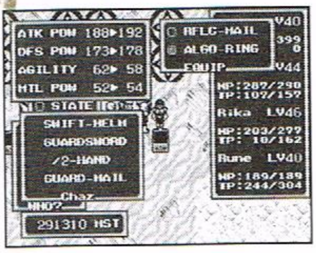
★ In the Silence Temple on the planet Rykros, you collect two major items. Here you get the GuardShild (sell it) and the GuardSword (for Chaz).

COURAGE TOWER


ATK POW 166►185
DFS POW 144►147
AGILITY 59► 59
MTL POW 50► 50
STATE
SWIFT-HELM
LACO-SWORD
/2-HAND
RFLC-MAIL
Chaz
WHO?
235510 MST
GUARDSHILD
GUARDSWORD
EQUIP
V38
384
0
V42
HP:278/278
TP:148/148
Rika LV45
HP:275/275
TP:160/160
Rune LV39
HP:184/184
TP:296/296

★ You pick up major goodies in the Courage Tower. You'll get the Rykr-Ring (for your fifth character in the final battle), the Guard-Mail (for Chaz), the GuardArmor (for Wren), the Guard-Robe (for Rune), and the Algo-Ring (for Chaz)

STRENGTH TOWER


ATK POW 188►192
DFS POW 173►178
AGILITY 62► 58
MTL POW 52► 54
STATE
SWIFT-HELM
GUARDSWORD
/2-HAND
GUARD-MAIL
Chaz
WHO?
291310 MST
RFLC-MAIL
ALGO-RING
EQUIP
V40
399
0
V44
HP:287/290
TP:107/157
Rika LV46
HP:203/277
TP: 10/162
Rune LV40
HP:189/189
TP:244/304

★ You collect another bunch of very important items in Strength Tower on Rykros. Here you get the Guard-Rod (for Rune), two Guard-Claws (for Rika) and your last three rings: Mota-Ring, Dezo-Ring, Palma-Ring (one for each of the five participants in the final battle).

CHAPTER 5

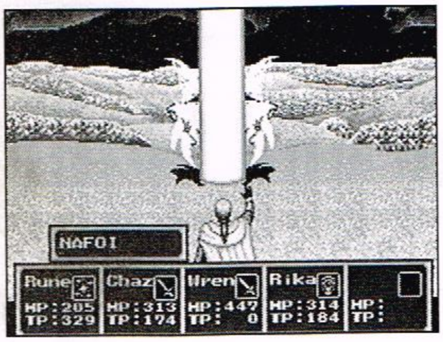
Techniques and Skills

Wondering which Technique does what? And how about all those Skills? Here's the definitive list of what each does, who can use them, how many times they can be used, and when you can use them (in battle or while camping). This way you can know your Gizan from Githu and your Nares from Nasar. When it's time for a solid defense or major offense, these are the tools you'll be using. Learn the ropes, and you, too, will be turning monsters to mush.

It's a blast!

Battle Techniques

THESE TECHNIQUES AFFECT ONE ONSCREEN ENEMY:


NAFOI
Rune HP:205 TP:329
Chaz HP:313 TP:174
Wren HP:447 TP: 0
Rika HP:314 TP:184
HP: TP:

★ Foi, Gifoi, and Nafoi are three Techniques that blast the enemy with a massive bolt of flame. Each is stronger than the previous and has a corresponding cost in your reserve of Technique Points (TP).

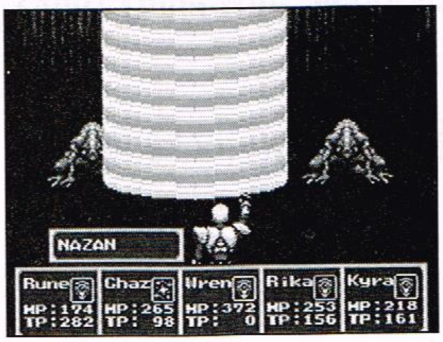
★ Wat, Giwat, and Nawat are three Techniques that throw a severe freeze on your enemies. Each of these icy attacks is stronger than the previous and costs more in TP.

★ Githu acts like a laser by firing a powerful dart of light at your enemy.

★ Vol retards electrical activity in your enemy's nervous system, stopping it cold.

★ Surf's up with Tsu. This Technique creates a high-pressure wave of water that nails your opponent.

THESE TECHNIQUES AFFECT ALL ONSCREEN ENEMIES:


NAZAN
Rune HP:174 TP:282
Chaz HP:265 TP: 98
Wren HP:372 TP: 0
Rika HP:253 TP:156
Kyra HP:218 TP:161

★ Zan, Gizan, and Nazan create a vacuum around your enemies, asphyxiating them. Each is stronger than the previous and costs more in TP.

★ Megid loosens the molecular structure of all enemies on-screen.

★ Bolt, like Vol, destroys the enemy's nervous system. Unlike Vol, Bolt works against all onscreen enemies.

★ Gelun creates instant aging, and we all know that elderly monsters have less attack strength.

★ Doran slows down enemies' reaction speed for the rest of the battle.

★ Brose doubles enemies' body mass. You can bet that hurts — you try fitting two of you into one in a single instant. Ouch.

★ Rimit shuts down enemies' nervous systems, causing unconciousness.

THESE TECHNIQUES BOOST YOUR CHARACTERS IN BATTLE:

SHIFT
Rune
HP:191
TP:312
Chaz
HP:297
TP:162
Wren
HP:422
TP: 0
Rika
HP:291
TP:163
Raja
HP:183
TP:275

★ Shift increases the attack strength of one character.

★ Saner increases your group's reaction speed substantially. Use it and, more often than not, you will get all your moves in before your enemy can attack.

★ Deban increases your group's defensive abilities. This can often mean the difference between winning a battle and annihilation.

★ Seals (when it works) stops a magic user's ability to use their Skills against your party.

Healing Techniques

NASAR
Rune
HP:191
TP:312
Chaz
HP:252
TP:162
Wren
HP:327
TP: 0
Rika
HP:291
TP:134
Raja
HP:183
TP:275

★ Sar, Gisar, and Nasar restore HP to all the human characters who are not flatlined. They're expensive in TP, but they're worth it.

★ Res, Gires, and Nares all restore HP to a single human character. The more HP restored, the higher the cost in TP.

★ Anti cures an active character of poisoning, but it does nothing to restore HP.

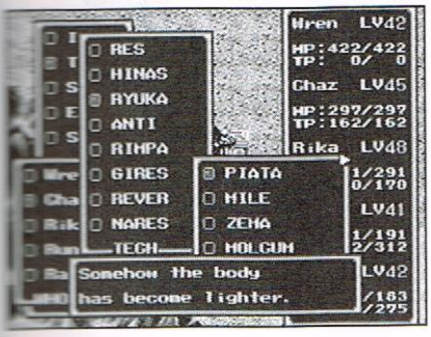
★ Rimpa releases one active character from paralysis but has no effect on HP.

★ Arows wakes up one unconcious character but does nothing to raise HP.

★ Rever brings back one flatlined character and restores one-fourth of their HP.

★ Regen cures poisoning, unconciousness, or paralysis, and it restores all HP to one flatlined character.

Traveling Techniques


RES
HINAS
RYUKA
ANTI
RIMPA
GIRES
REVER
NARES
TECH
PIATA
MILE
ZEMA
MOLGUM
Wren LV42
HP:422/422
TP: 0/ 0
Chaz LV45
HP:297/297
TP:162/162
Rika LV48
LV41
LV42

Somehow the body
has become lighter.

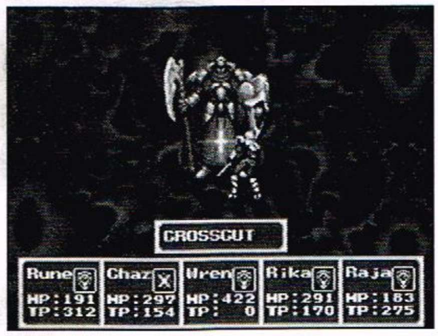
★ Ryuka teleports all your characters to any town previously visited on the current planet.

★ Hinas teleports your group out of a dungeon or maze to a safe place where they can camp and you can save.

Skills

Each character has special Skills he or she can use. The Skills have a finite number of usages before you must spend the night at an inn or visit a replenishment site.

THESE SKILLS AFFECT A SINGLE ONSCREEN ENEMY:



★ Crosscut is a quick and very powerful sword attack that does double the normal damage.

★ Ray Blade attacks your enemy with a quick, searing blast of light.

★ Explode sends a burst of energy from your character to destroy an opponent.

★ Earth drops the enemy into unconciousness by using energy drawn from the planet.

★ Flaeli rains death on the enemy with a powerful magical fire.

★ Diem drains all energy from an opponent, causing instantaneous death.

★ Vortex traps your enemy in a swirling tornado of flying blades.

★ Death is just as it sounds. It destroys an enemy with a quick sword cut to their vitals.

★ Astral zaps your opponent with immensely powerful energies from another realm.

★ Eliminate guides your sword to your opponent's most important organs, eliminating all functions.

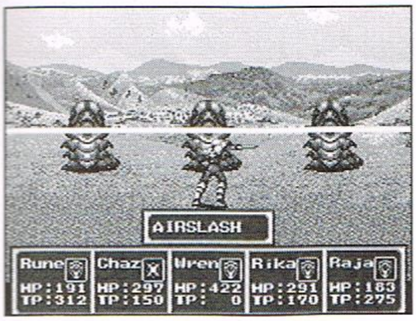
★ DoubleSlash attacks an enemy with a Slash that's twice the power of the original

★ Disrupt stops the energy in an opponent's nervous system.

★ Crush gathers the force of your entire body to shatter your enemy.

★ Holy Word stops enemies from certain worlds in their tracks.

THESE SKILLS AFFECT ALL ONSCREEN ENEMIES:


AIRSLASH
Rune HP:191 TP:312
Chaz HP:297 TP:150
Wren HP:422 TP: 0
Rika HP:291 TP:170
Raja HP:183 TP:275

★ Airslash causes the opposition to inhale a vacuum and die.

★ Hewn hurls a tornado of magical energy at the enemies.

★ Tandle slaps down your enemies with a vicious bolt of lightning.

★ Effess calls in creatures from another plane of existence to torment your foes.

★ Legeon pulls together a massive burst of energy to harm your enemies.

★ Negatis causes your opposition to visit the hell of a vacuum.

★ Moonshade reflects the magnified light of the moon to hypnotize and destroy your enemies.

★ Sweeping rips through all your opponents with a single swing.

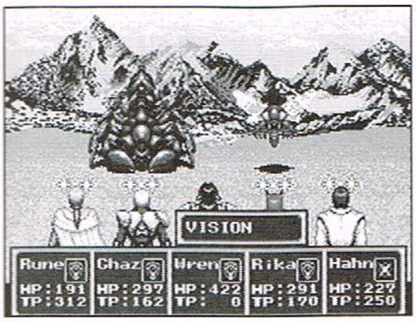
★ Illusion dazzles your enemies with a puzzling after-image caused by high-speed movement.

★ St. Fire attacks all enemies from certain worlds with a strong holy fire.

★ Telele attacks enemies who possess a spirit by instilling deep fear in their hearts. This substantially decreases their attack power.

★ Bindwa works on all living enemies, binding and paralyzing their will.

THESE SKILLS AFFECT ALL YOUR ACTIVE CHARACTERS:


VISION
Rune HP:191 TP:312
Chaz HP:297 TP:162
Wren HP:422 TP: 0
Rika HP:291 TP:170
Hahn HP:227 TP:250

★ Vision increases Dexterity to the point that your characters can predict, and therefore sometimes avoid, attack from enemies.

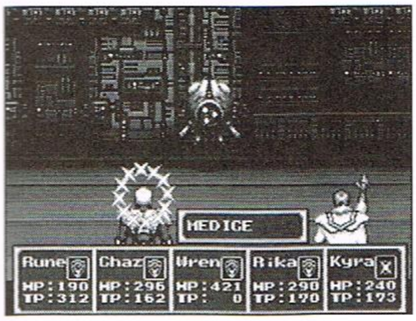
★ Blessing increases the defensive power of all your party members.

★ Ataraxia restores HP to all human characters and recovers a little TP.

★ Miracle recovers some HP in all of your party members, including androids.

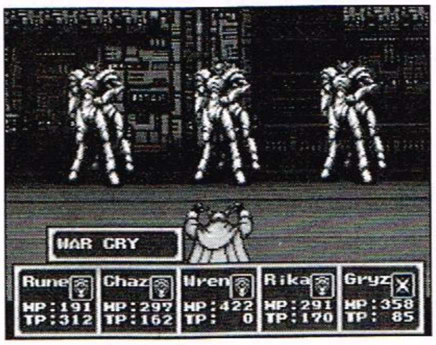
★ Warla creates a magical barrier to protect your party.

THIS SKILL AFFECTS ONE ACTIVE CHARACTER:


MEDICE
Rune HP:190 TP:312
Chaz HP:296 TP:162
Wren HP:421 TP: 0
Rika HP:290 TP:170
Kyra HP:240 TP:193

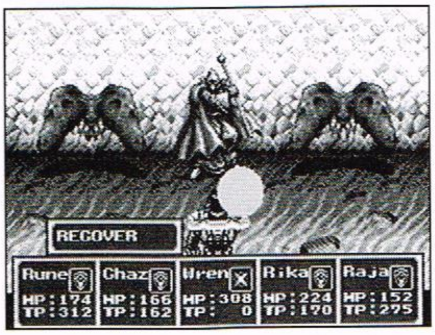
★ Medice recovers HP for any member of your party, including androids.

THIS SKILL AFFECTS GRYZ:


WAR CRY
Rune HP:191 TP:312
Chaz HP:297 TP:162
Wren HP:422 TP: 0
Rika HP:291 TP:170
Gryz X HP:358 TP: 85

★ War Cry sounds a tradional shout of battle and increases Gryz's attack power.

THESE SKILLS ARE USED BY WREN OR DEMI:


RECOVER
Rune HP:174 TP:312
Chaz HP:166 TP:162
Wren X HP:308 TP: 0
Rika HP:224 TP:170
Raja HP:152 TP:275

★ Recover restores all HP to Wren or Demi.

★ Flare is a high-powered flame cannon.

★ Spark burns up electrical circuitry on mechanical enemies

★ Barrier protects all your characters against energy-based attacks.

★ Hijammer sends out powerful electromagnetic forces to stop the functions of mechanical enemies.

★ Positron Bolt is a beam cannon designed to attack fortresses.

★ Burst Rocket causes multiple explosions, clearing a large area.

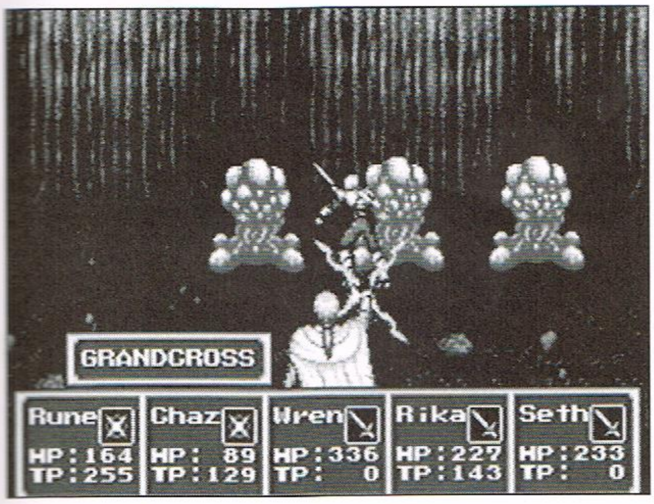
★ Stasis Beam attacks the nervous systems of living creatures, paralyzing them.

★ Medical Power restores all human ailments and HP.

★ Phonomezer attacks with a bolt of supersonic waves.

Combination Attacks

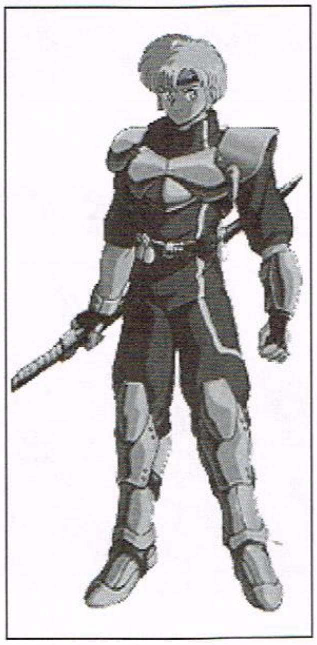
One of the new things about Phantasy Star IV is the ability to use Combination Attacks. These attacks are macro based and require two or three of your character's Skills and Techniques to occur. There are 15 known Combos and rumors of more. Here are the first 14.


GRANDCROSS
Rune HP:164 TP:255
Chaz HP: 89 TP:129
Wren HP:336 TP: 0
Rika HP:227 TP:143
Seth HP:233 TP: 0

- ★ Black Hole: Negatis plus Nafoi.
- ★ Blizzard: Wat plus Hewn.
- ★ Blizzard Level 2: Nawat plus Hewn.
- ★ Blizzard Level 3: Giwat plus Hewn.
- ★ Circuit Break: Highjammer plus Tandle.
- ★ Firestorm: Zan plus Foi.
- ★ Firestorm Level 2: Gifoi plus Zan.
- ★ Firestorm Level 3: Nafoi plus Zan.
- ★ Grand Cross: Efess plus Crosscut.
- ★ Lethal Image: Death plus Illusion.
- ★ Purify Light: Efess plus Holyword.
- ★ Silent Wave: Zan plus Phonon
- ★ Shooting Star: Burstroc plus Flaeli.
- ★ Triblaster: Foi plus Wat plus Tsu.

Character Technique and Skill Lists

CHAZ AT LEVEL 45



Available Battle Techniques

- Res
- Tsu
- Anti
- Zan
- Rimpa
- Gires
- Githu
- Brose
- Gizan
- Rever
- Nathu
- Nares
- Nazan

Available Camping Techniques

- Res
- Hinas
- Ryuka
- Anti
- Rimpa
- Gires
- Rever
- Nares

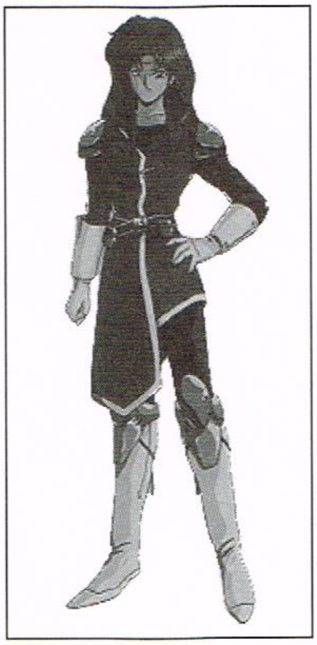
Available Battle Skills

- Earth x 22 (22 times)
- Crosscut x 16
- Airslash x 11
- Rayblade x 6
- Explode x 3

Available Camping Skills

- None

ALYS AT LEVEL 10



Available Battle Techniques

- Foi
- Shift
- Saner

Available Camping Techniques

- None

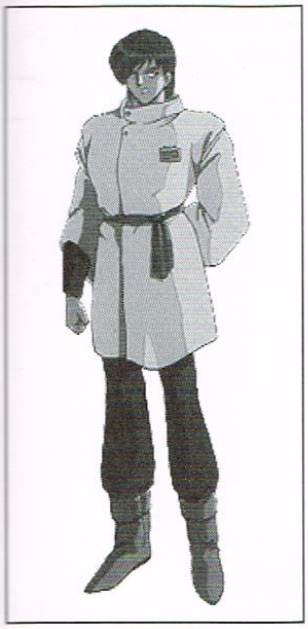
Available Battle Skills

- Vortex x 3 (3 times)
- Moonshade x 1

Available Camping Skills

- None

HAHN AT LEVEL 43



Available Battle Techniques

- Res
- Gelun
- Wat
- Anti
- Doran
- Zan
- Vol
- Gires
- Rimpa
- Rimit
- Giwat
- Gizan
- Nares
- Nawat
- Savol
- Nazan

Available Camping Techniques

- Res
- Anti
- Gires
- Rimpa
- Nares

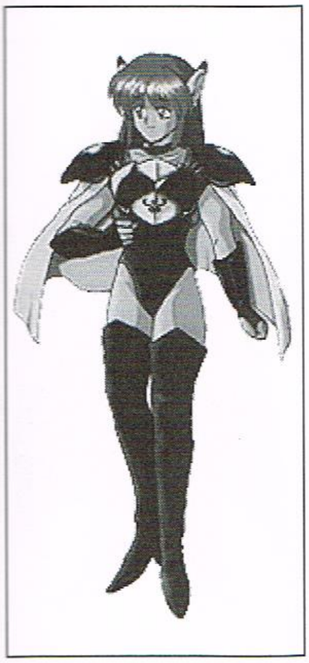
Available Battle Skills

- Vision x 20 (20 times)
- Astral x 8
- Eliminate x 4

Available Camping Skills

- None

RIKA AT LEVEL 48



Available Battle Techniques

- Res
- Saner
- Gires
- Deban
- Shift
- Sar
- Gisar
- Nares
- Nasar

Available Camping Techniques

- Res
- Gires
- Sar
- Gisar
- Nares
- Nasar

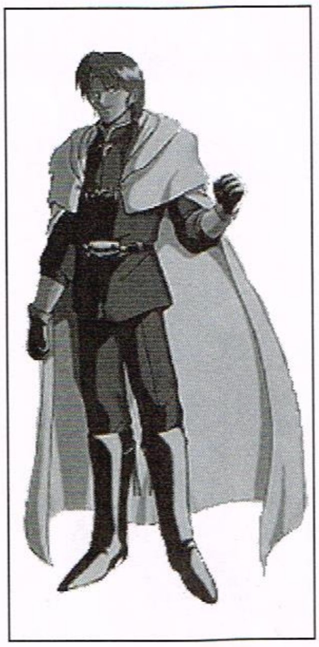
Available Battle Skills

- Illusion x 21 (21 times)
- DblSlash x 17
- Eliminate x 18
- Disrupt x 10

Available Camping Skills

- None

RUNE AT LEVEL 41



Available Battle Techniques

- Foi
- Wat
- Gra
- Arows
- Giwat
- Gifoi
- Seals
- Rever
- Gigra
- Nafoi
- Nawat
- Nagra

Available Camping Techniques

- Hinas
- Ryuka
- Rever

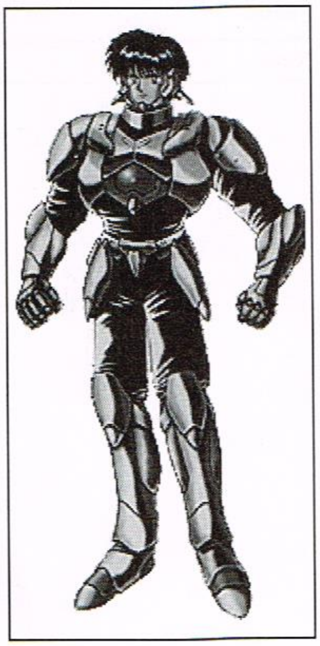
Available Battle Skills

- Flaeli x 23 (23 times)
- Hewn x 14
- Diem x 8
- Tandle x 7
- Effess x 10
- Negatis x 4
- Legeon x 4

Available Camping Skills

- None

WREN AT LEVEL 42



Available Battle Techniques

- None

Available Camping Techniques

- None

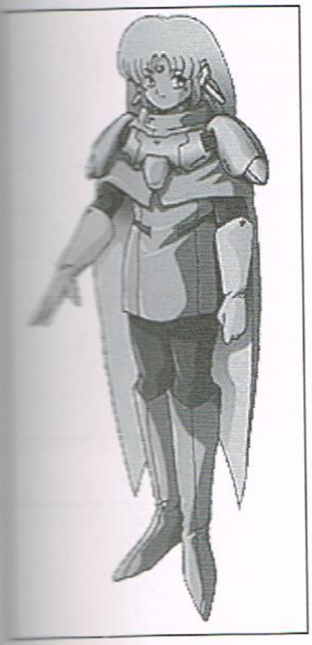
Available Battle Skills

- Recover x 27 (27 times)
- Flare x 23
- Spark x 15
- Barrier x 11
- Hijammer x 9

Available Camping Skills

- Recover x 27

DEMI AT LEVEL 42



Available Battle Techniques

None

Available Camping Techniques

None

Available Battle Skills

Recover x 22 (22 times)

Stasis Beam x 15

Spark x 14

Barrier x 10

Medice x 8

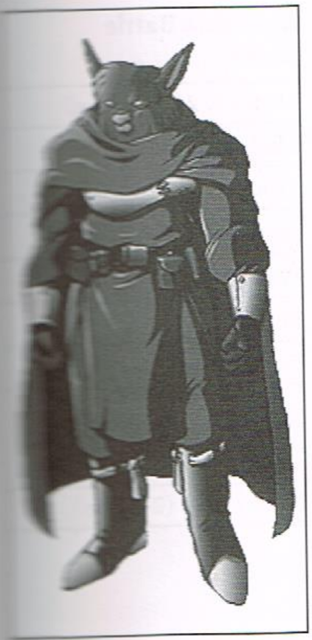
Phonomezer x 13

Available Camping Skills

Recover x 22

Medice x 8

GRYZ AT LEVEL 46



Available Battle Techniques

Brose

Available Camping Techniques

None

Available Battle Skills

Crash x 24 (24 times)

War Cry x 17

Sweeping x 14

Available Camping Skills

None

SETH AT LEVEL — WHO CARES? HE'S A BUM.

Available Battle Techniques

None

Available Camping Techniques

None

Available Battle Skills

Shadow x 26 (26 times)

Corrosion x 18

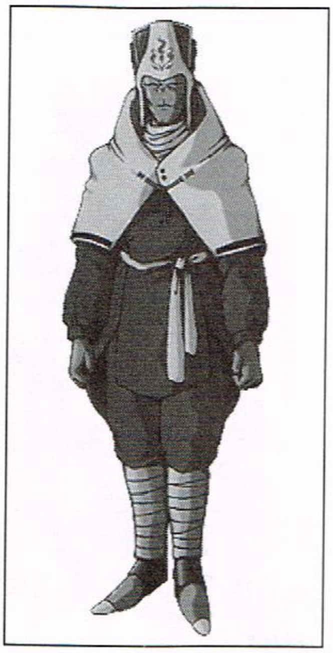
Mindblast x 13

DthSpell x 9

Available Camping Skills

None

RAJA AT LEVEL 42



Available Battle Techniques

- Res
- Anti
- Rimpa
- Sar
- Arows
- Rimit
- Gires
- Seals
- Rever
- Nares
- Gisar
- Regen
- Nasar

Available Camping Techniques

- Res
- Anti
- Rimpa
- Sar
- Gires
- Rever
- Nares
- Gisar
- Regen
- Nasar

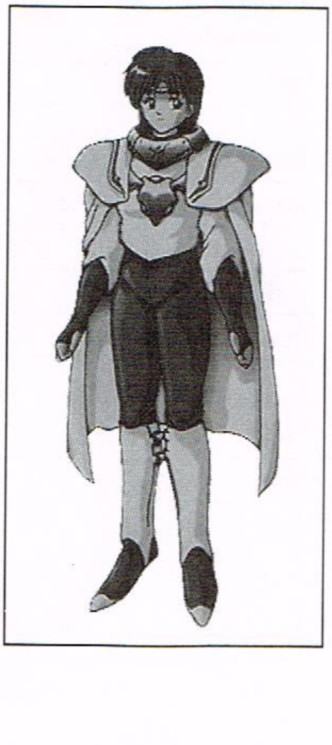
Available Battle Skills

- Blessing x 20 (20 times)
- Holyword x 15
- Ataraxia x 6
- Miracle x 7
- St. Fire x 6

Available Camping Skills

- Miracle x 7

KYRA AT LEVEL 41



Available Battle Techniques

- Res
- Foi
- Anti
- Rimpa
- Gires
- Gifoi
- Gra
- Gigra
- Nafoi
- Nares
- Nagra

Available Camping Techniques

- Res
- Anti
- Rimpa
- Gires
- Nares

Available Battle Skills

- Medice x 24 (24 times)
- Flaeli x 20
- Telele x 14
- Hewn x 9
- Warla x 5
- Bindwa x 4
- Tandle x 1

Available Camping Skills

- Medice x 24 (24 times)

CHAPTER 6

The Complete Walk-through

Herein lies the complete walk-through for

Phantasy Star IV: The End of the Millenium,

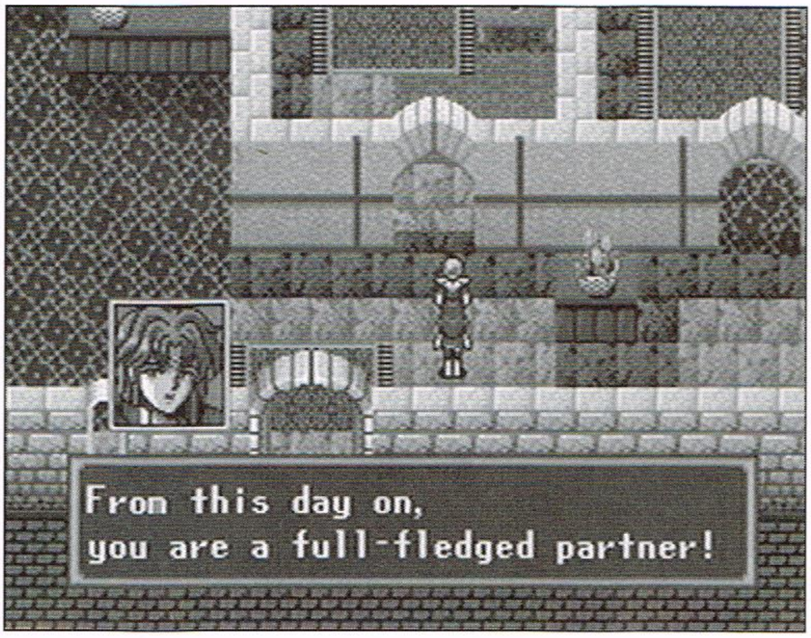
with a map of every town, dungeon,

passageway, tower, and space station.

Aiedo

★ The distances between towns and villages are vast and filled with danger.

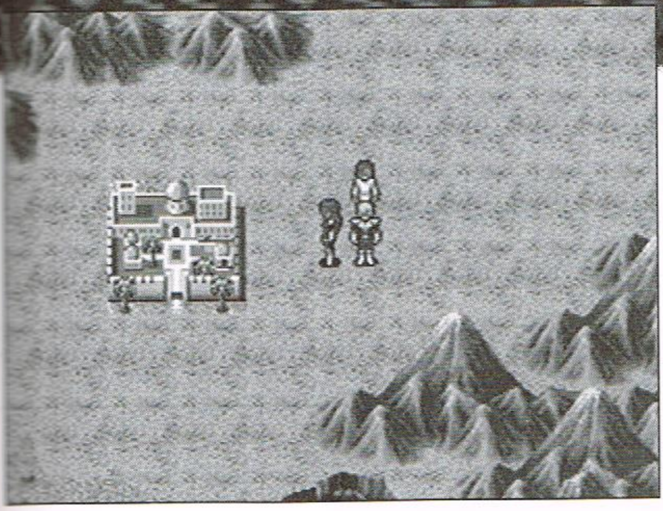
THE BEGINNING



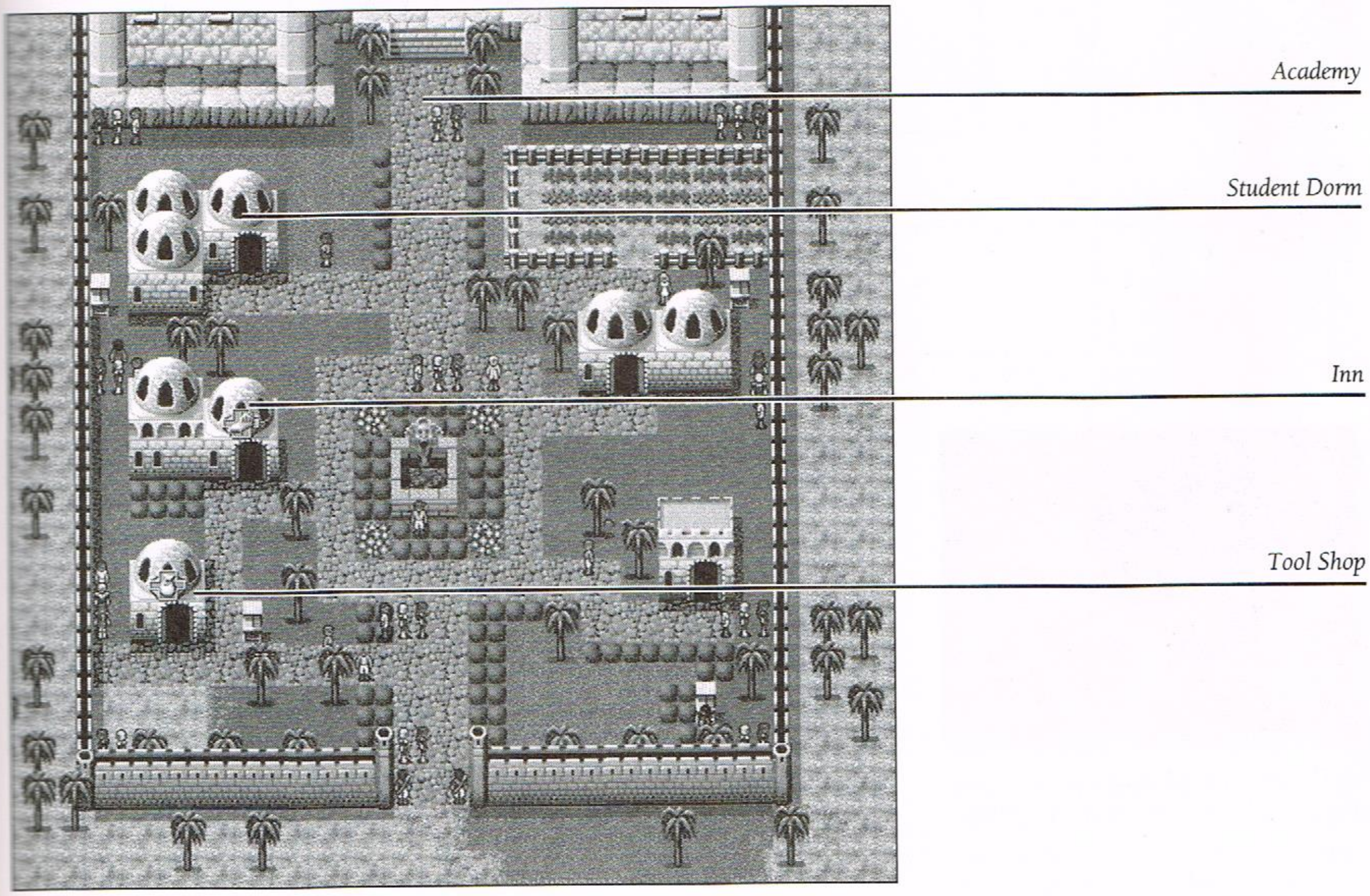
From this day on,
you are a full-fledged partner!

★ The town of Aiedo on the planet Motavia is the home of Alys and Chaz. Though your adventure begins here, you do not return for quite a while. You cannot control the duo until you reach the university town of Piata.

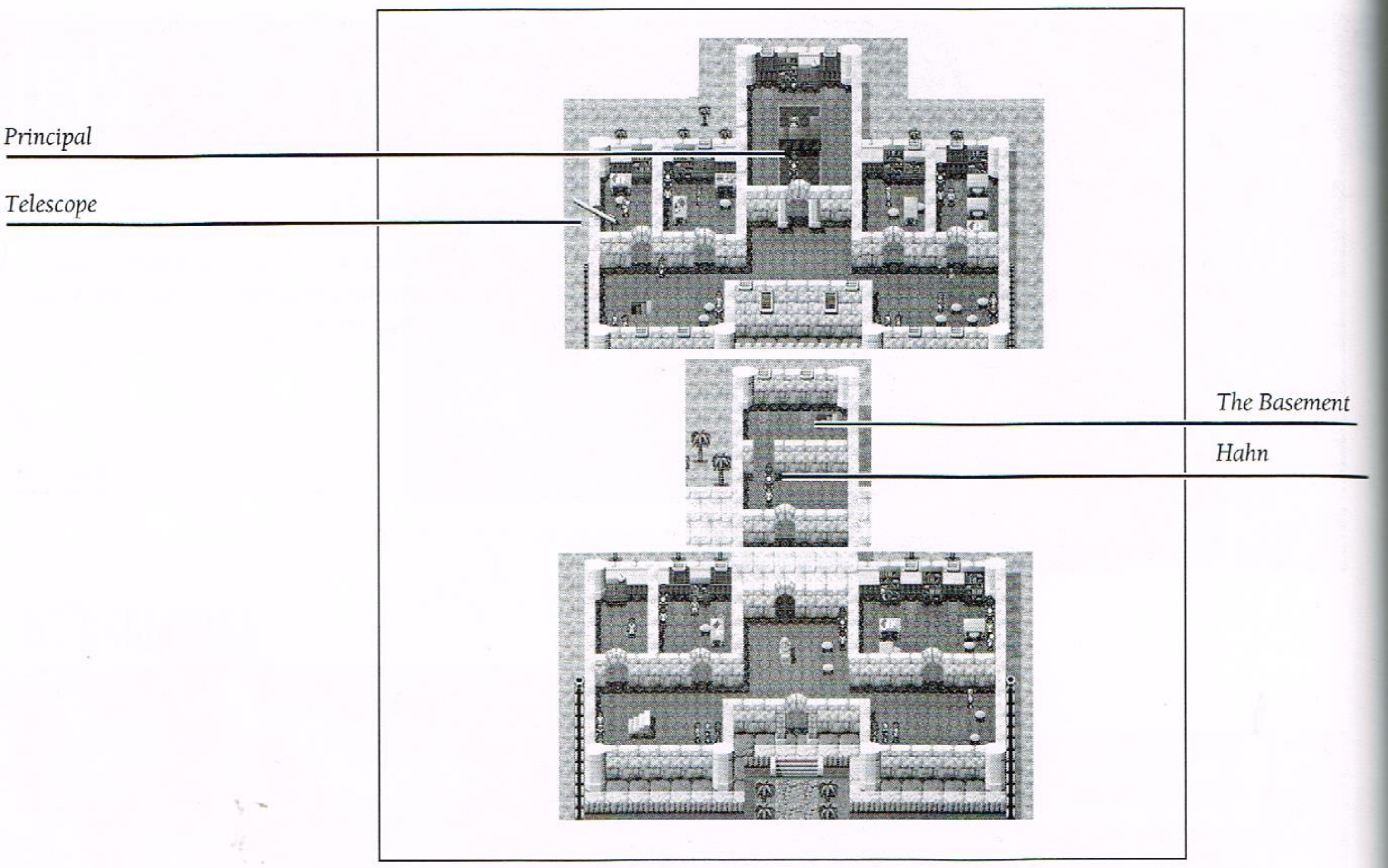
Piata



★ This is where the action begins. The Motavia Academy has a crop of monsters in the basement. You've been paid to clear them out. What you discover down there will lead you on an adventure that will change history.


Academy
Student Dorm
Inn
Tool Shop

★ Your main objective in Piata is the Motavia Academy.

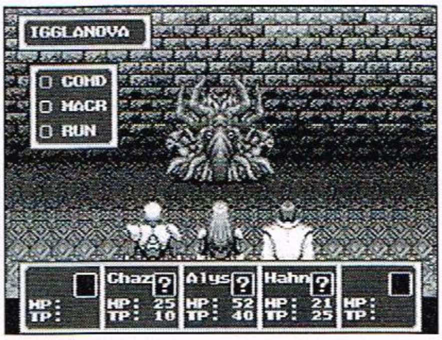

Principal
Telescope
The Basement
Hahn

How would I know?

★ The Principal is hiding something. Do the job and then come back for answers.

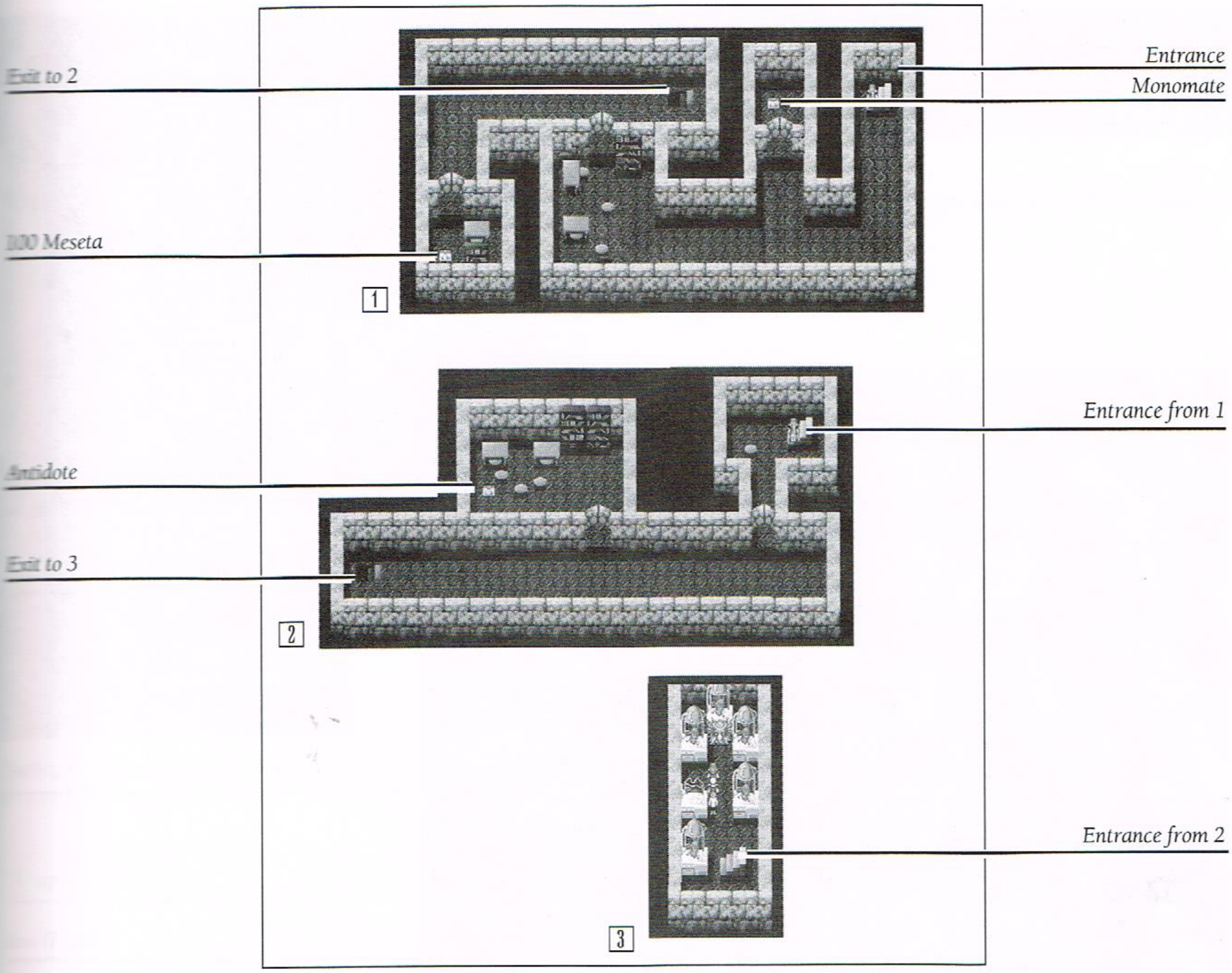
We'll take you with us
for 100 meseta.

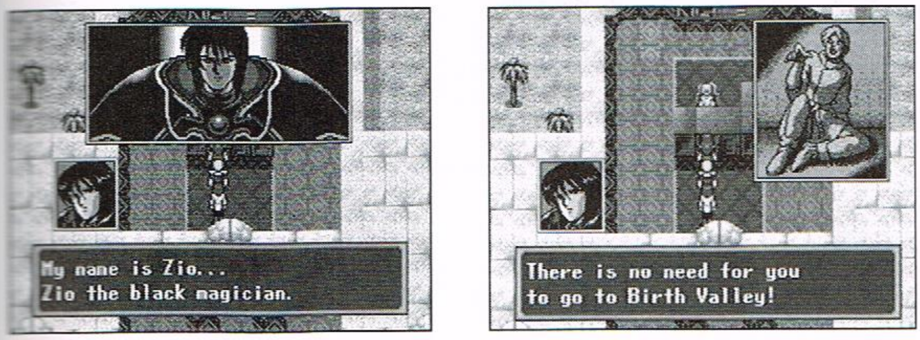
★ Hahn is a student looking for a lost professor. Alys will stick him for quite a few Meseta before he becomes a member of your party.


IGGLANOVA
☐ COMD
☐ MACR
☐ RUN

Chaz HP: 25 TP: 10
Alys HP: 52 TP: 40
Hahn HP: 21 TP: 25

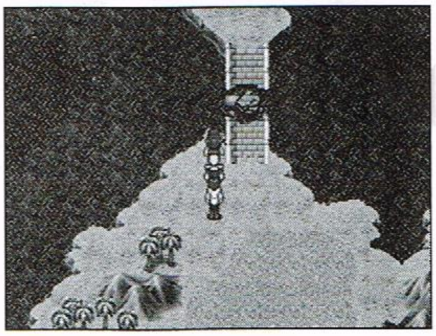
★ Igglanova is the first big boss you encounter, but it's pretty easy to beat.


Exit to 2
100 Meseta
1
Entrance
Monomate
Antidote
Exit to 3
2
Entrance from 1
Entrance from 2
3


My name is Zio...
Zio the black magician.

There is no need for you
to go to Birth Valley!

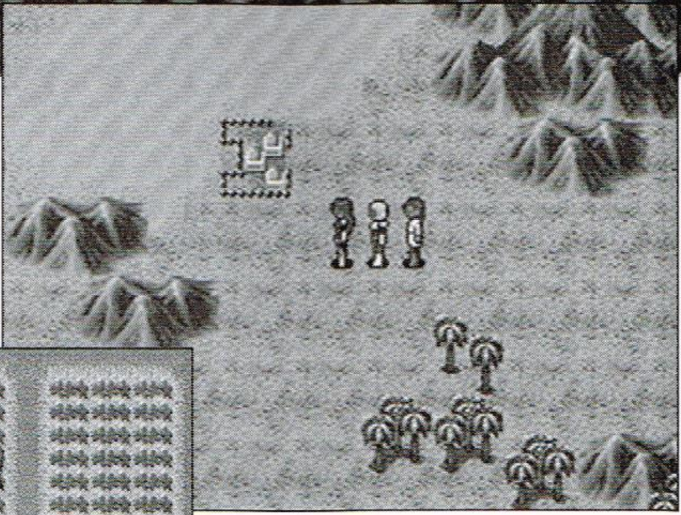
☆ Zio, the Black Magician, has paid the Principal a visit. The Principal has been covering up for fear of his life. What a coward. Birth Valley is where he says to stay away from, so Birth Valley is where you must go.

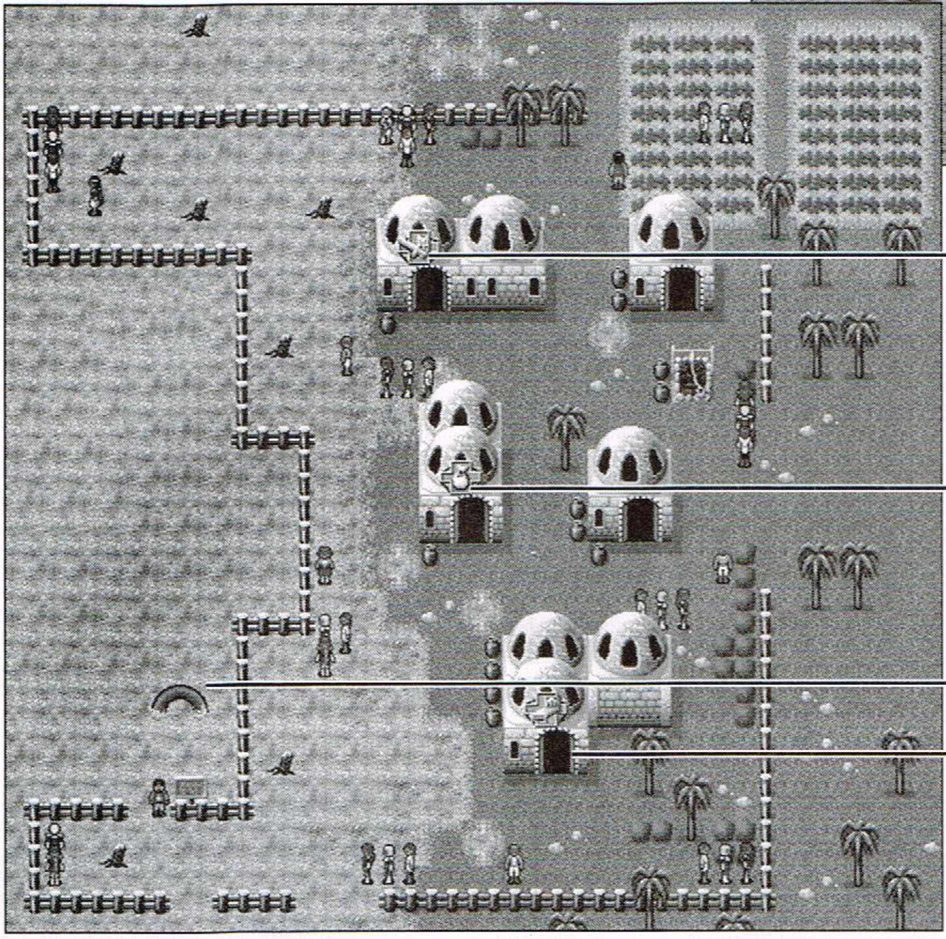


☆ As you wander around, you'll come to a downed bridge. It won't be fixed until you've gone farther into the game. Go to the town of Mile, if you have not yet.

Mile

★ Mile is a little town sitting at the edge of quicksand.

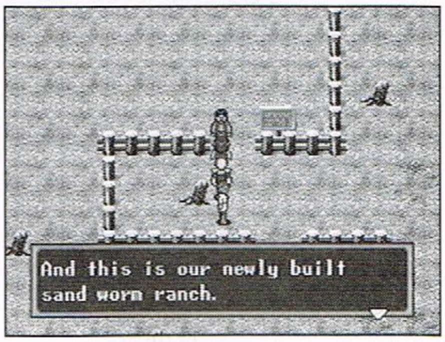




★ Mile is a good place to rest up. You can add to your weapons and armor, if you have the Meseta.

Weapons Available:	
Dagger	40M
Hunt-Knife	120M
Stel-Sword	280M
Boomerang	80M
Slasher	160M

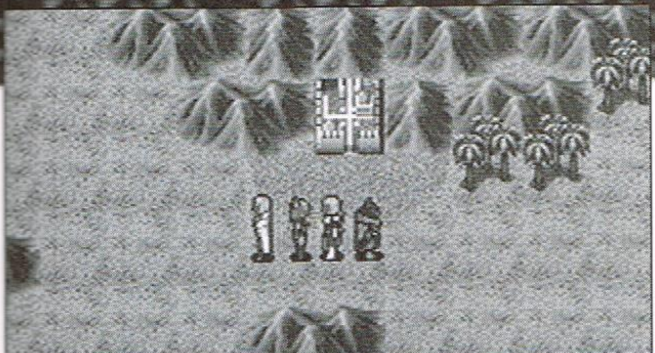
Armor Available:	
Lthr-Helm	80M
Lthr-Crown	90M
Lthr-Band	70M



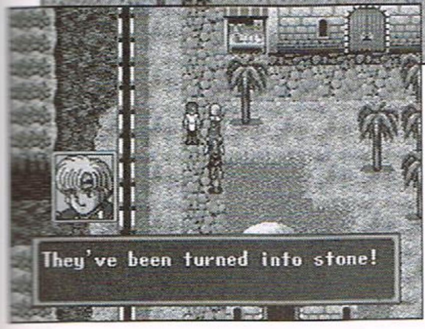
And this is our newly built sand worm ranch.

★ The main enterprise in Mile is Sand Worm farming. Sand Worms get pretty big, and you might be through here again.

Zema

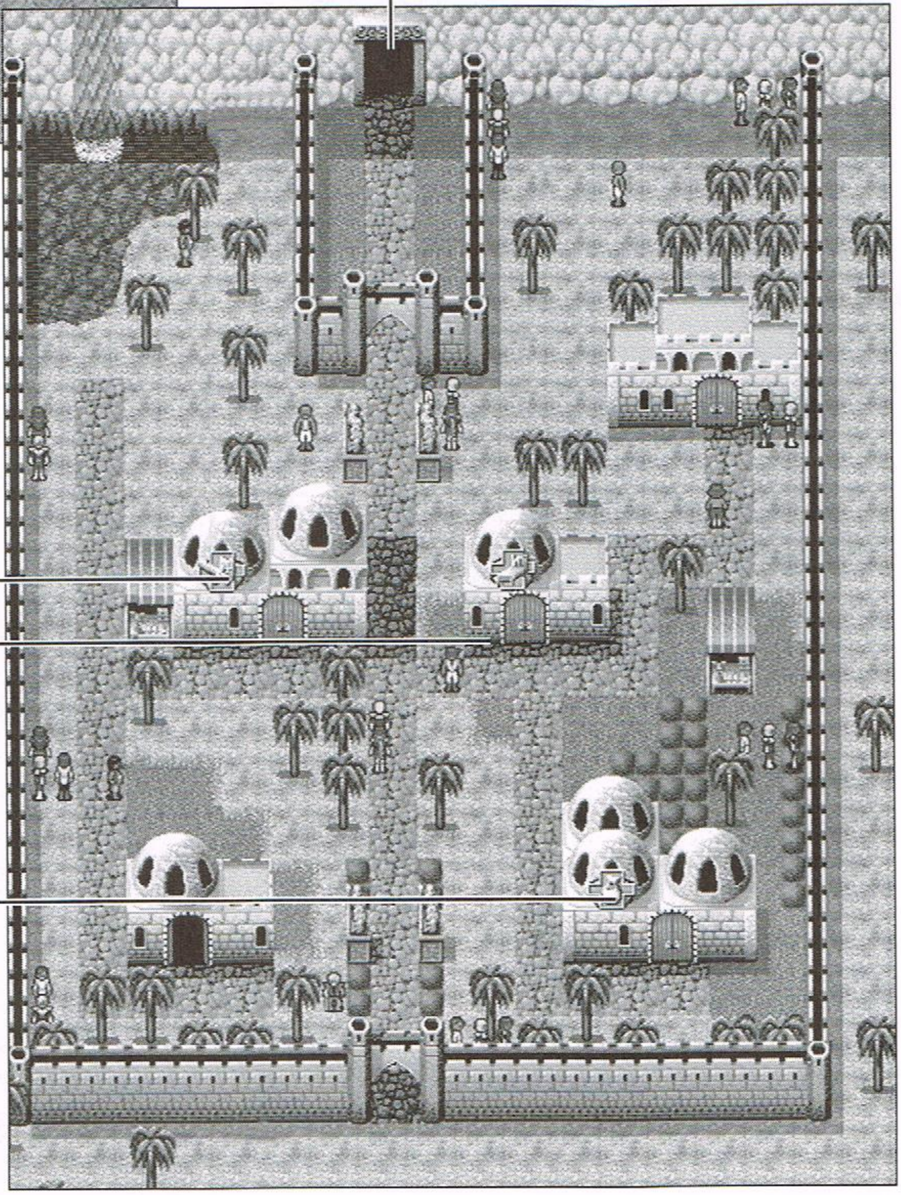


☆ Zema is nestled in low mountains. You must go into town to get to Birth Valley.



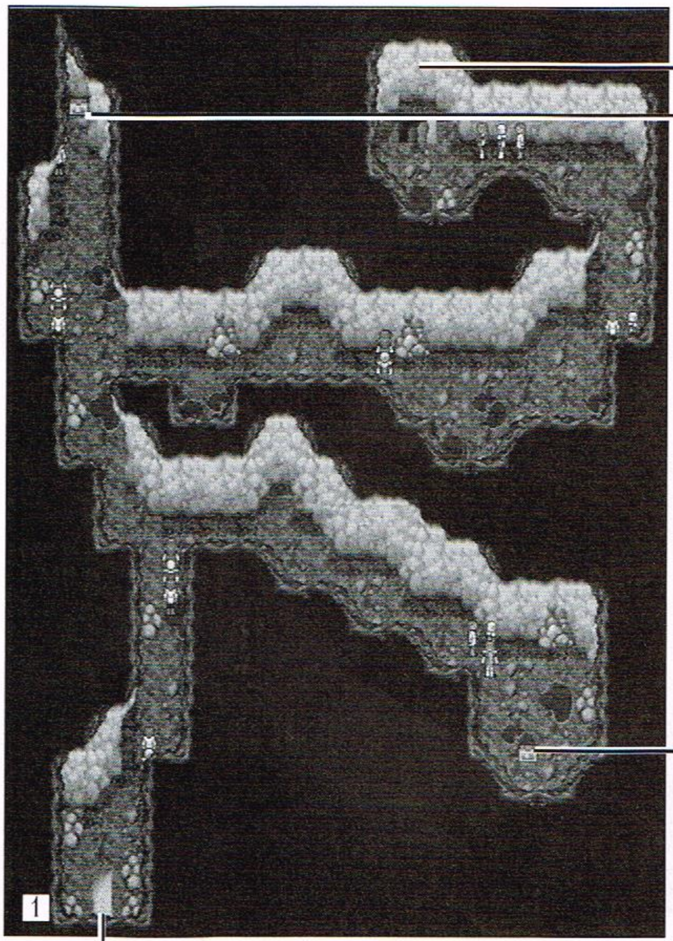
They've been turned into stone!

☆ You must venture deep into Birth Valley to solve this mystery.


Birth Valley
Weapons Shop
Inn
Tool Shop

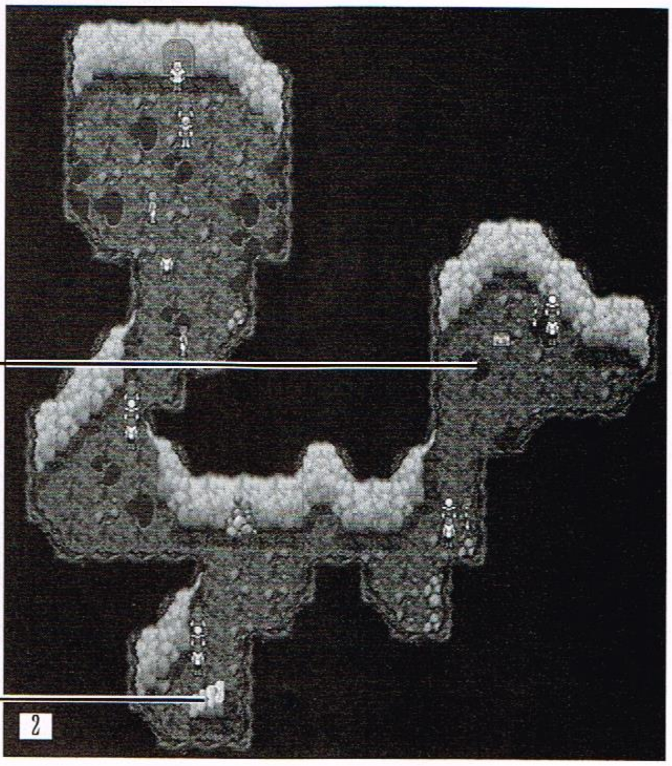
☆ Although Zema has an Inn, Tool Shop, and Weapon Shop, you cannot use them until you've restored the residents from stone into their human form.

Birth Valley

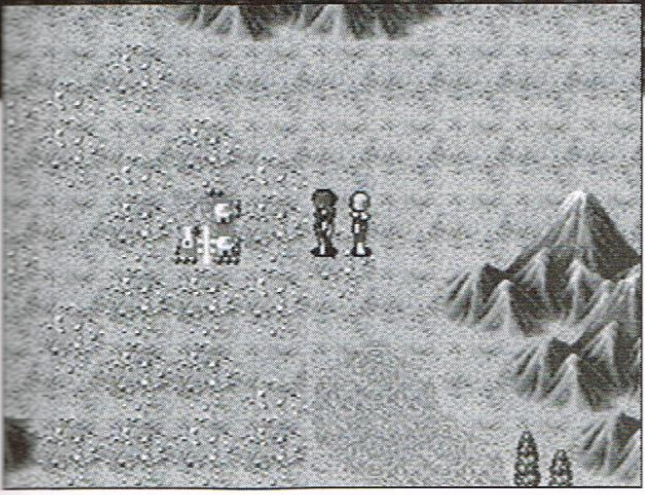

Exit to 2
Monomate
Crbnshield
1
Entrance

Oh! Professor Holt!

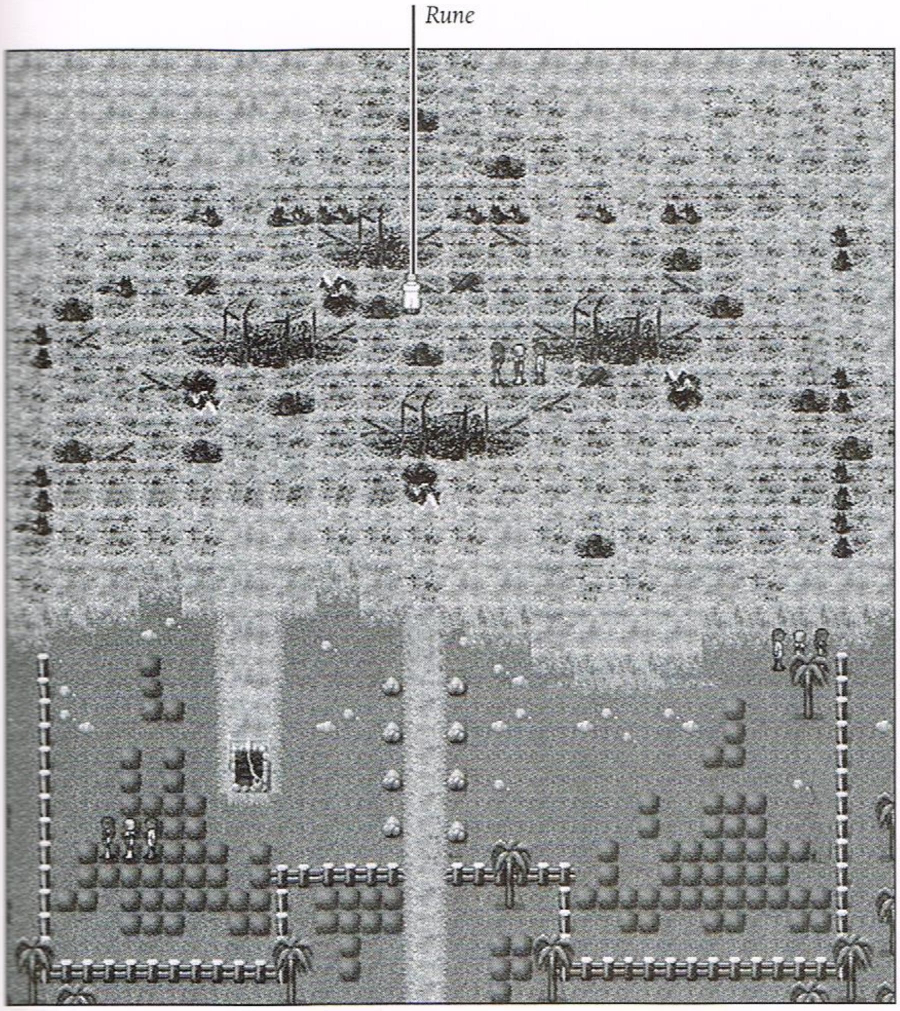
★ The Professor has also been turned to stone. A special medicine called Alshline can revive them. Follow the quest to the town of Molcum, which is far to the south.


100 Meseta
Entrance from 1
2

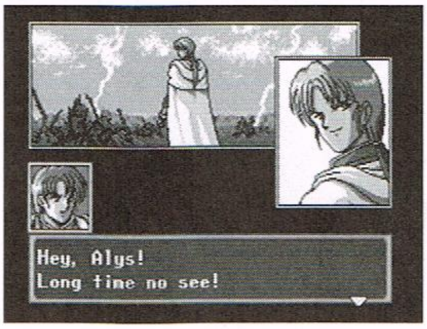
Molcum



★ The little town of Molcum sits in the middle of arid hills.

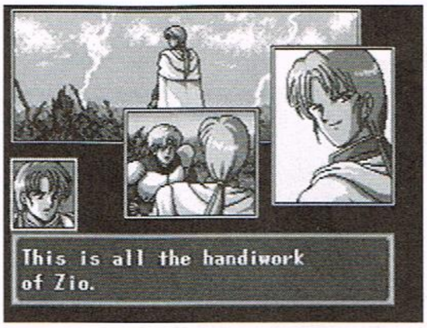


★ Sadly, Zio's forces have destroyed the town. The person you meet here is very important to your quest.



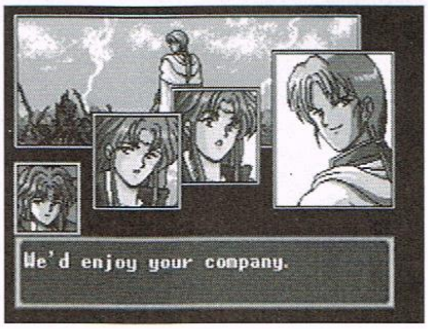
Hey, Alys!
Long time no see!

★ Rune is a wizard and an old friend of Alys.



This is all the handiwork of Zio.

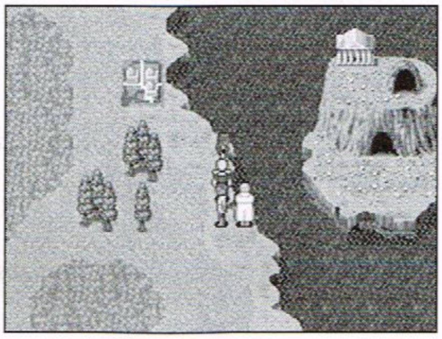
★ There is no Alshline here. Rune knows where it is, though. You must go to the Motavian native town of Tonoe, by way of Krup to the east.



We'd enjoy your company.

★ Rune is a litle bit older than Chaz, and he intimidates the young man. It seems that Alys and Rune once had something going. She is more than a little happy when he joins the group.

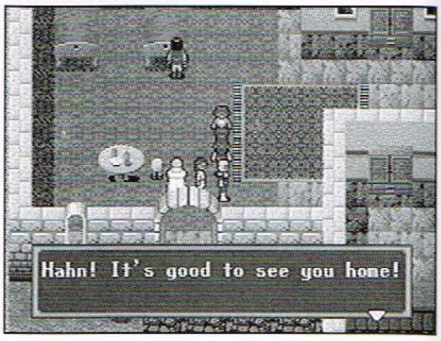
Krup



★ Krup is located by a lake and the island structure known as the Soldier's Temple.

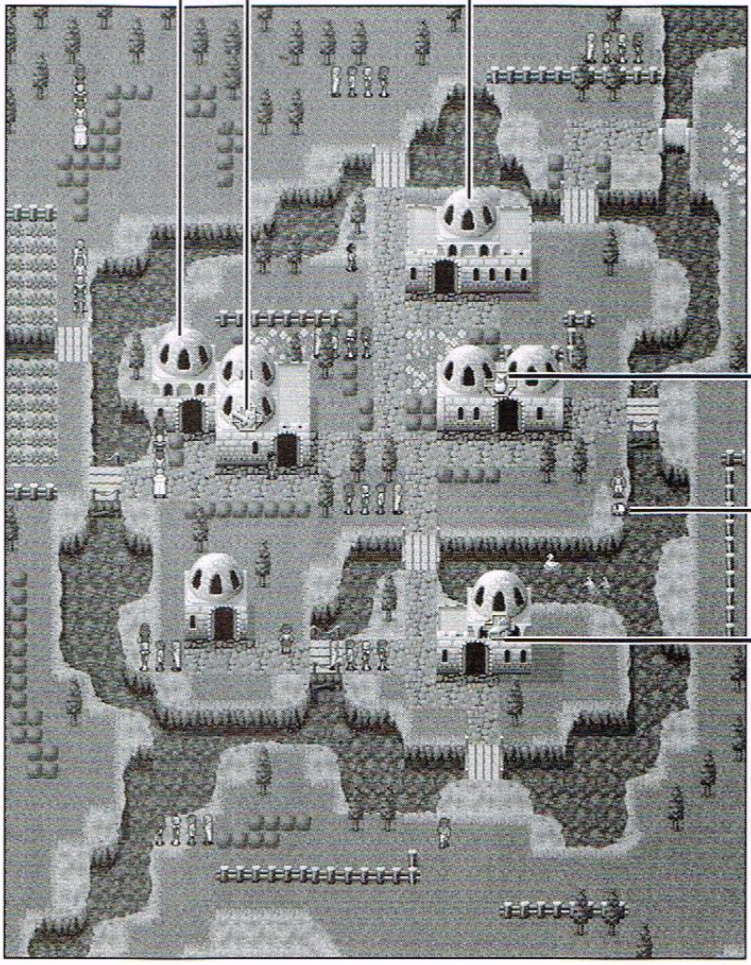
Armor Available:

Crbn-Helm	200M
Crbn-Crown	150M
Circlet	100M
Crbn-Suit	550M
Crbnshield	220M



Hahn! It's good to see you home!

★ Hahn is a Krup native. He left the weapons business to become a scholar.



Hahn's House

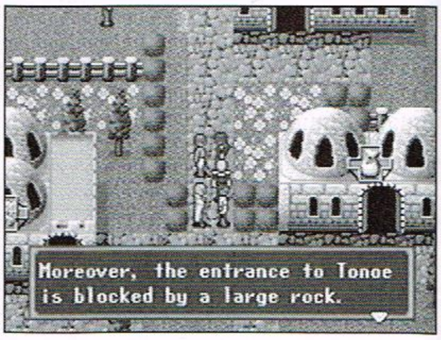
Armor Store

Hahn's Fiance

Tool Shop

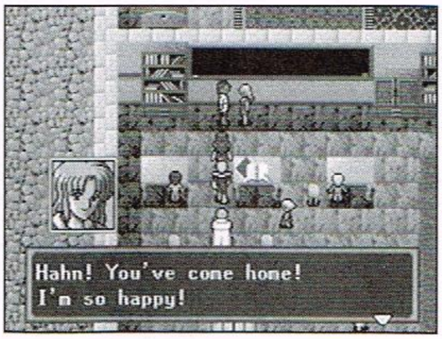
A Fat, Wandering Dog

Armor Shop



Moreover, the entrance to Tonoe is blocked by a large rock.

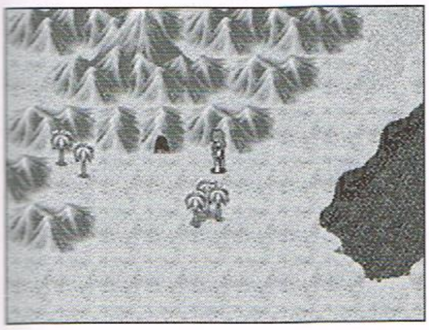
★ The Valley Maze entrance to Tonoe is to the north. But how will you get around this obstacle? Rune has the answer.



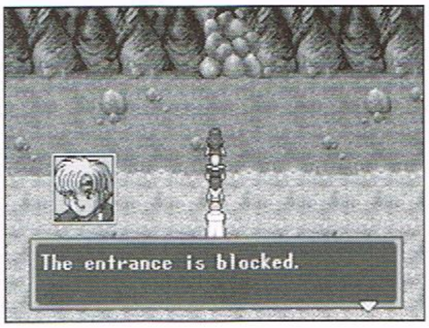
Hahn! You've come home! I'm so happy!

★ Hahn has a sweetie in Krup. She also makes a good nurse later on.

Valley Maze



★ The entrance to the Valley Maze is easy to find.

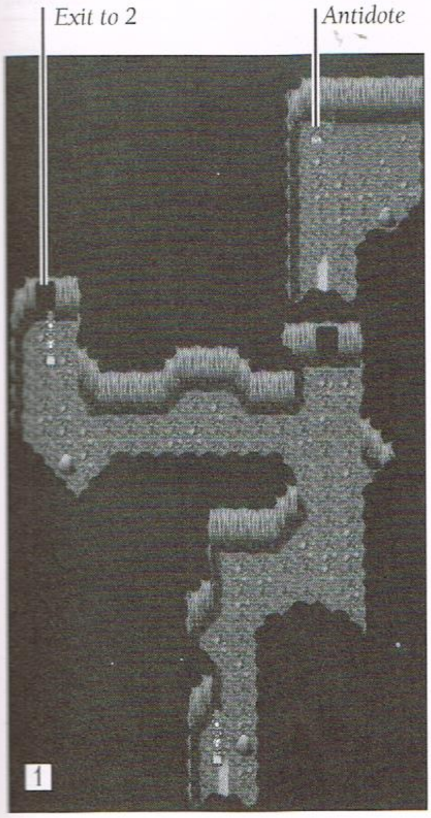


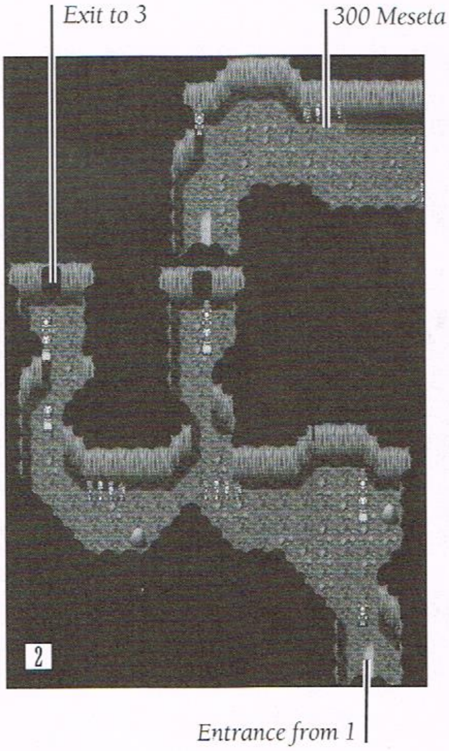
The entrance is blocked.

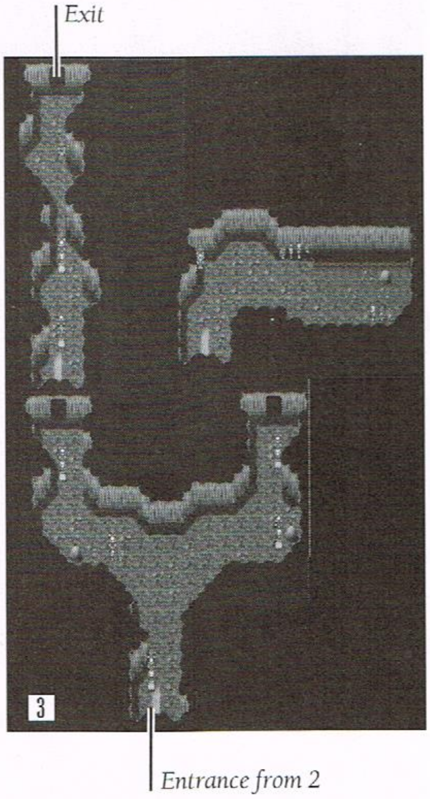
★ But the entrance is blocked by immovable stone.

This is what they call 'magic.'

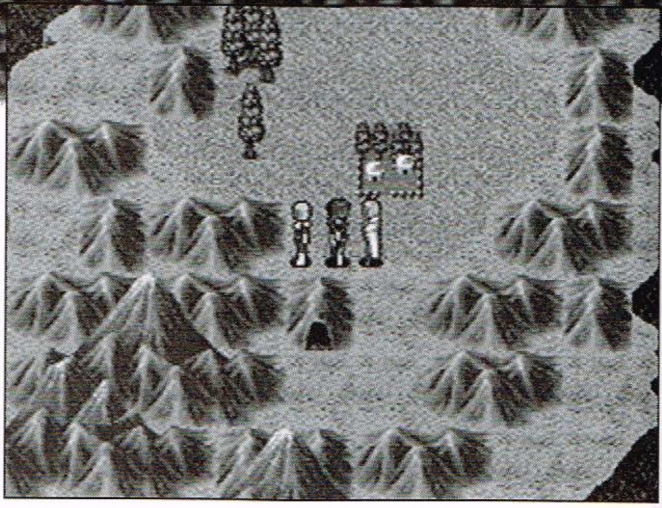
★ Rune can use something that is very rare on Motavia: true magic.


Exit to 2
Antidote
1

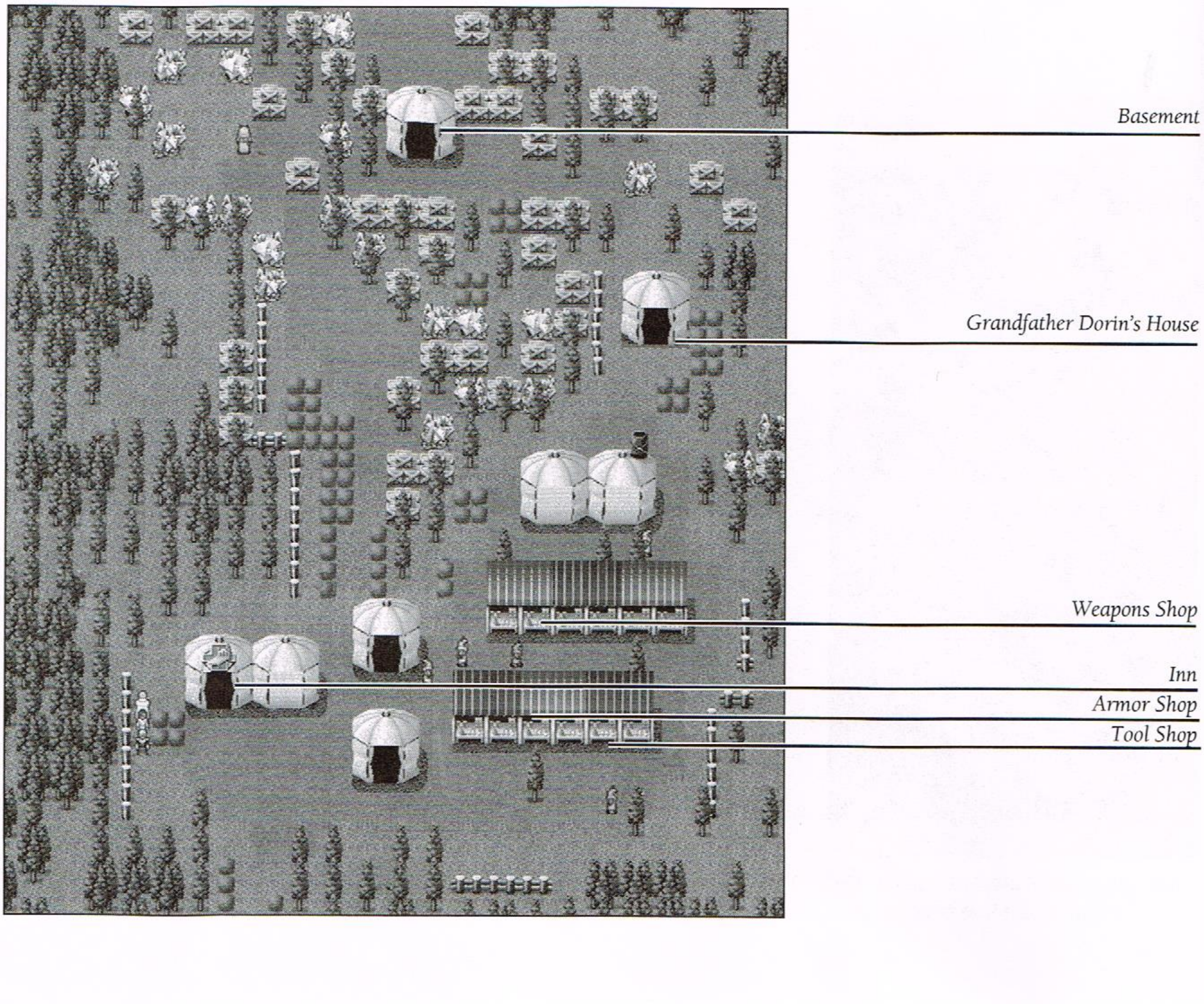

Exit to 3
300 Meseta
2
Entrance from 1


Exit
3
Entrance from 2

Tonoe



★ Tonoe sits at the other end of the Valley Maze on a point of land near the sea. It is a village of native Motavians. The weapons and armor made by native Motavians are constructed with titanium for excellent strength.

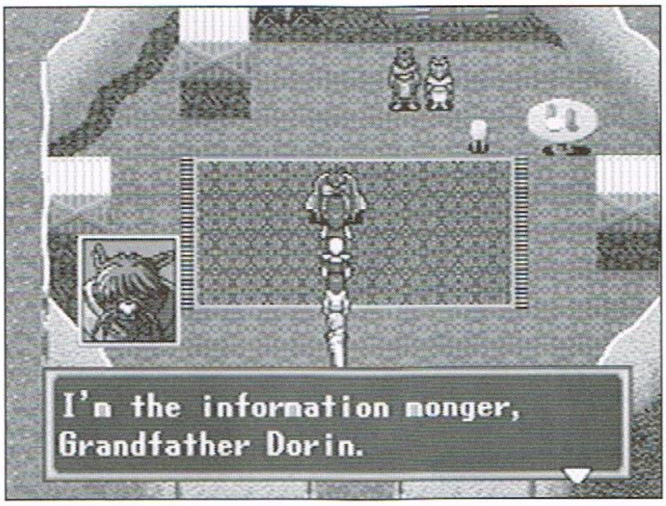

Basement
Grandfather Dorin's House
Weapons Shop
Inn
Armor Shop
Tool Shop

Weapons Available:

Hunt-Knife	120M
Titndagger	240M
Stel-Sword	280M
Titn-Sword	560M
Slasher	160M
Ttinslasher	360M

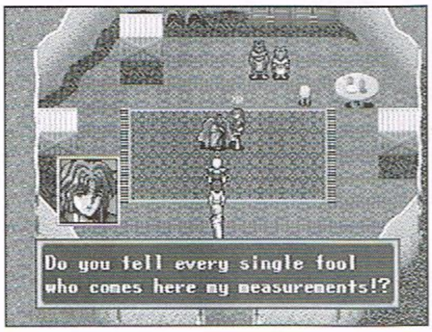
Armor Available:

Circlet	100M
Titn-Helm	570M
Crbn-Suit	550M
Titn-Mail	1,120M
Crbnshield	220M
Titnshield	600M

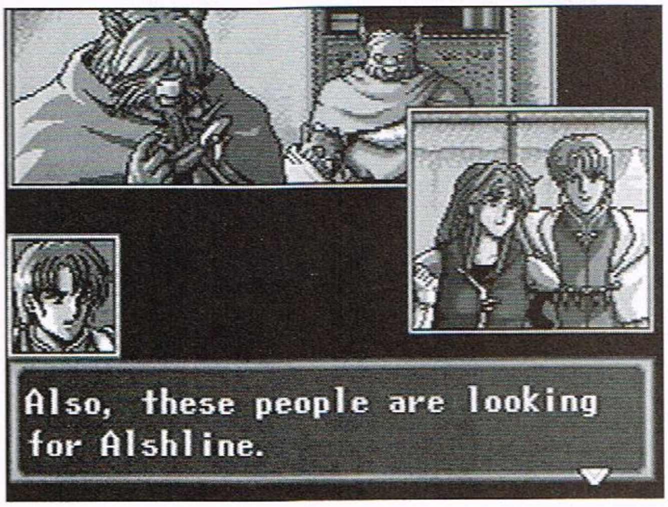

I'm the information monger, Grandfather Dorin.

★ Grandfather Dorin is a crusty old geezer who knows some very intimate things about Alys. He also knows where to get Alshline.

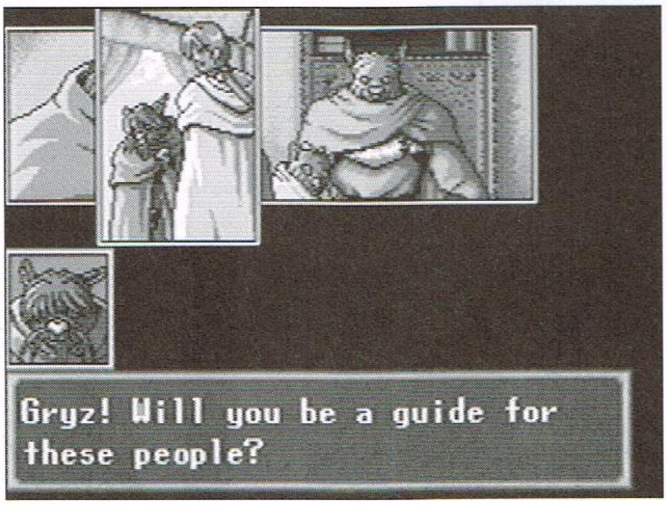
You blabbing old fart!


Do you tell every single fool who comes here my measurements!?

★ He shouldn't have given out Alys' measurements!

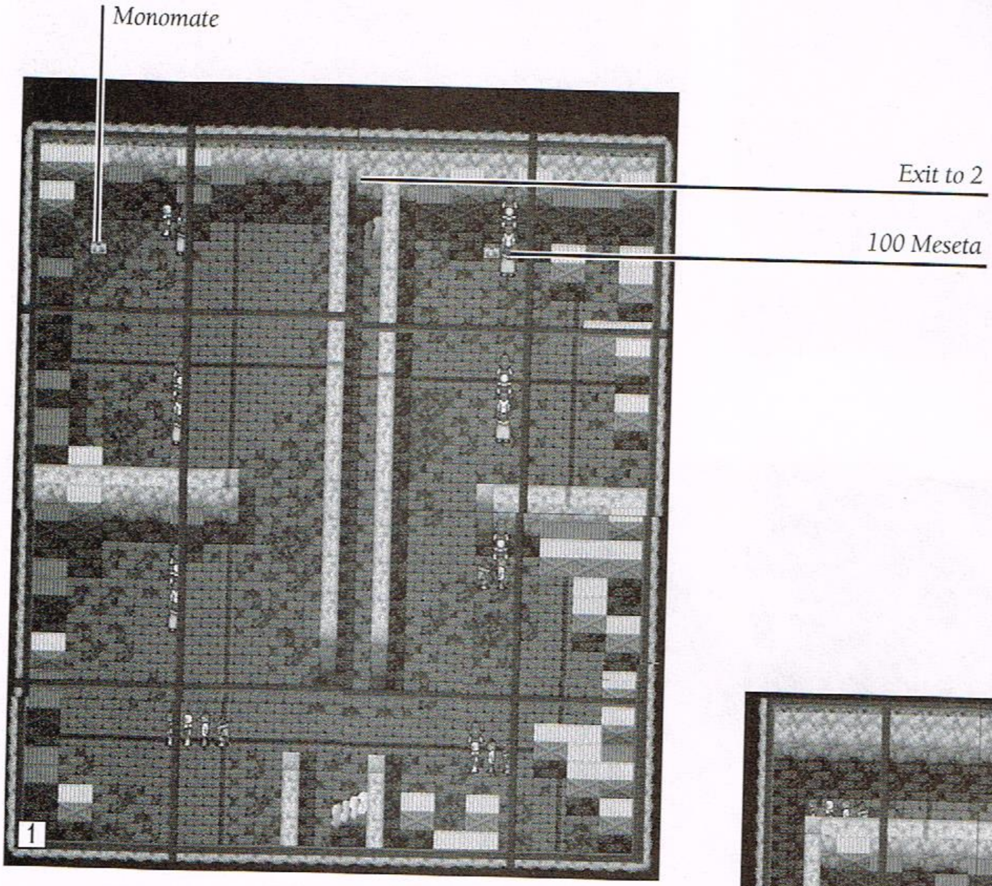

Also, these people are looking for Alshline.

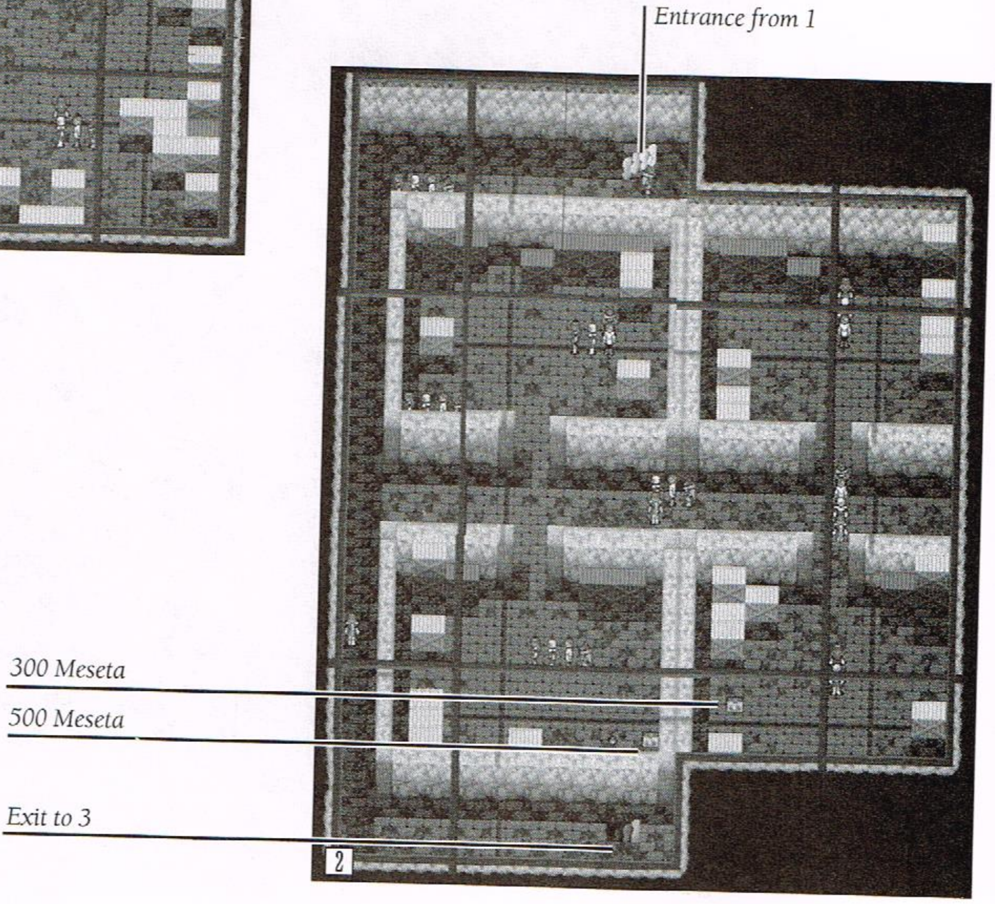
★ Rune has business with Grandfather Dorin (he knows everybody). He will leave your party for a while, but not before he clears the way for you to get Alshline.

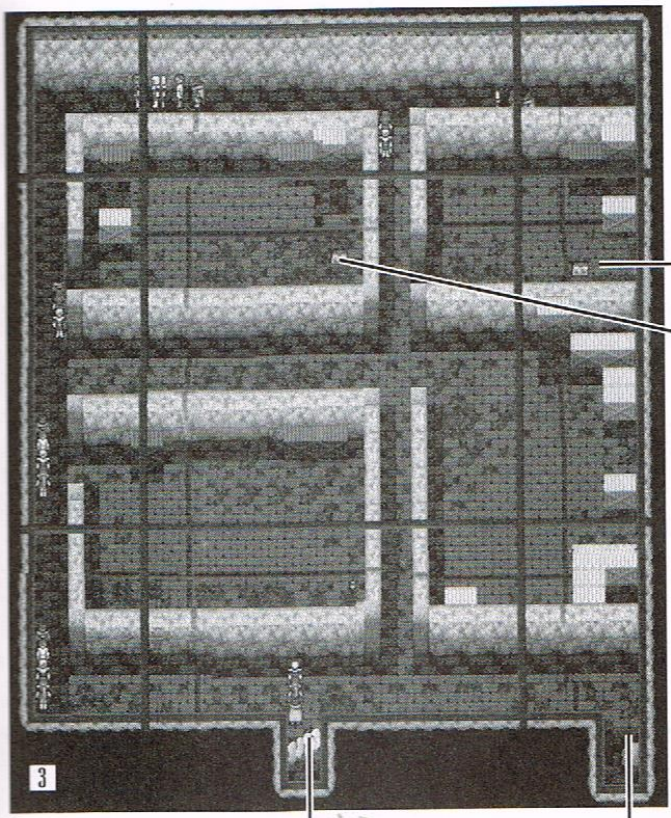

Gryz! Will you be a guide for these people?

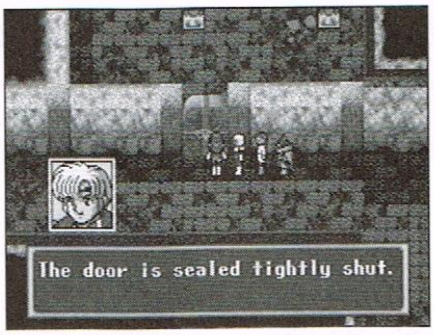
★ Alshline is in the basement in back of the house. Gryz will be your guide. He seeks revenge on Zio and wants to join your party.

The Basement


Monomate
Exit to 2
100 Meseta
1

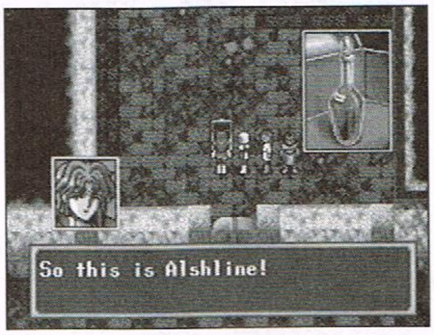

Entrance from 1
300 Meseta
500 Meseta
Exit to 3
2


3
Titn-Crown
Antidote
Entrance from 2
Exit to 4



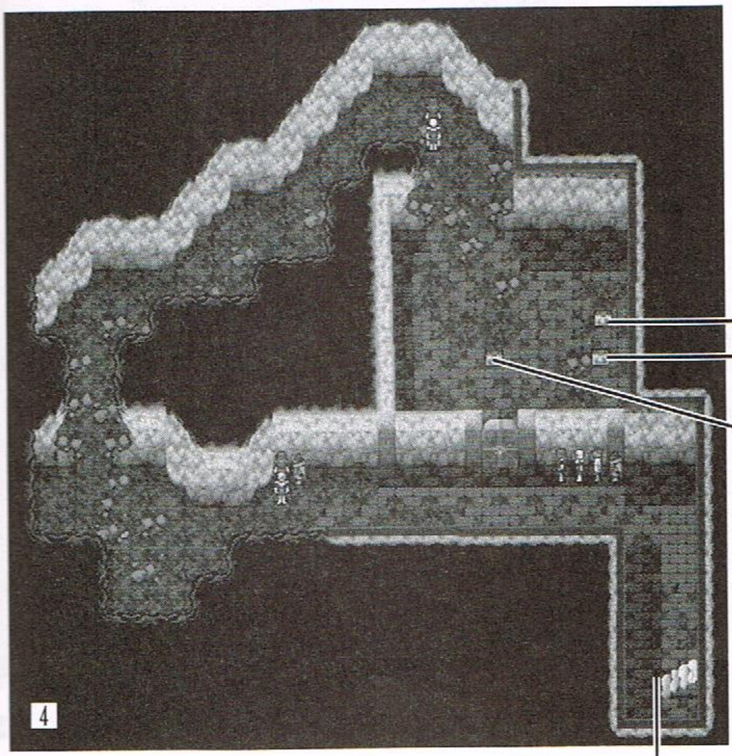
The door is sealed tightly shut.

★ Since you cannot open the door, you must go around.

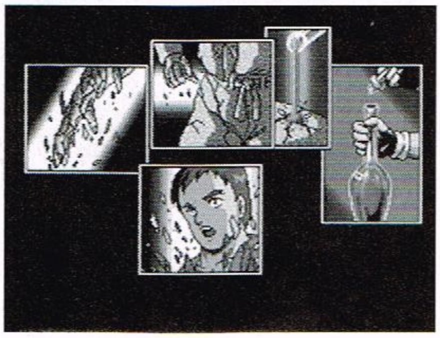


So this is Alshline!

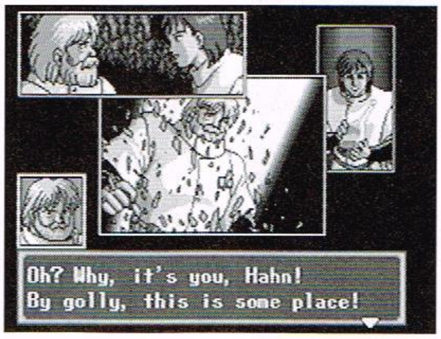
★ Alshline! Now you can return to Zema. Gryz is going with you whether you like it or not. He is a good, strong fighter. Use him to lead in dangerous places.


4
Monomate
Escapipe
Alshline
Entrance from 3

Return to Zema and Birth Valley

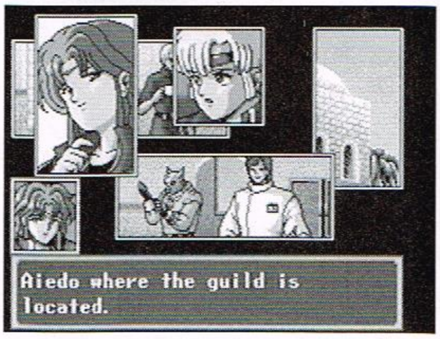


★ When Alshline is used, the people of Zema come back to life. You earn a night of rest, recharging your MP and HP.



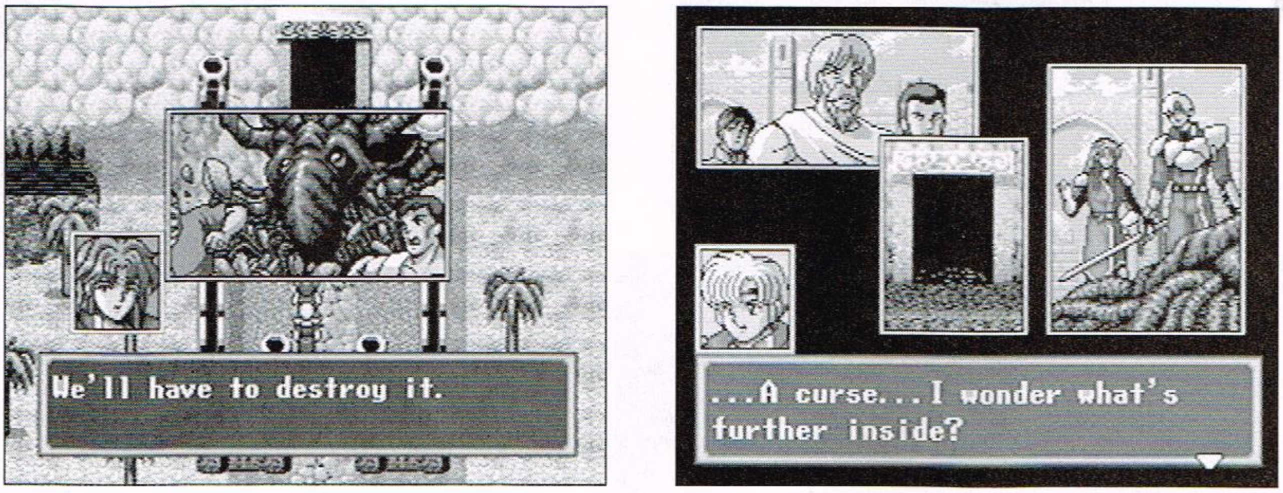
Oh? Why, it's you, Hahn!
By golly, this is some place!

★ The Professor has some very important knowledge about Birth Valley. He wants you to deliver a report to the Academy.



Aiedo where the guild is
located.

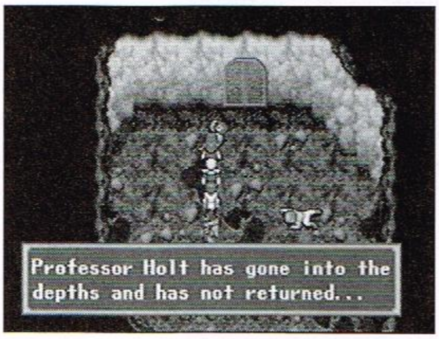
★ Alys would like to go to Aiedo, where the Hunter's Guild is located. You and Alys have a home there.



We'll have to destroy it.

...A curse...I wonder what's
further inside?

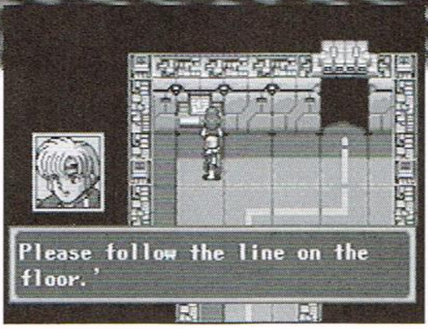
★ All hell breaks loose when an Igglanova emerges from the Birth Valley entrance. It seems there is more in there than meets the eye.



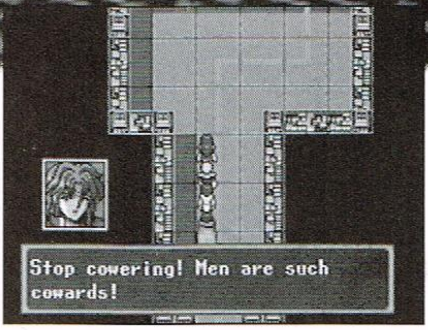
Professor Holt has gone into the
depths and has not returned...

★ The Professor has gone deep inside the Bio-Plant to explore. You can only follow.

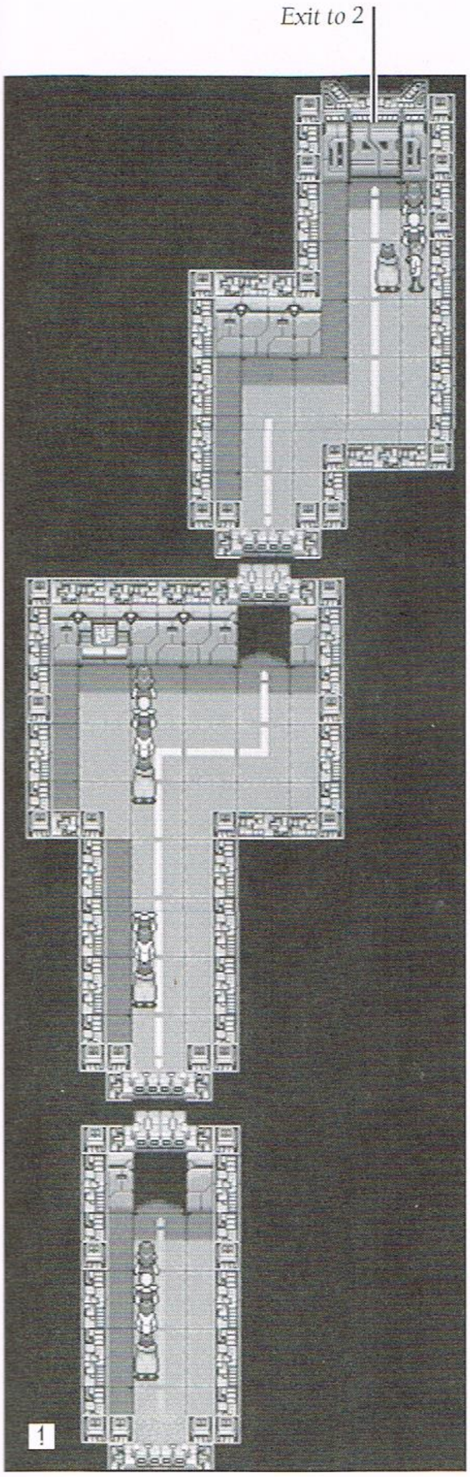
The Bio-Plant

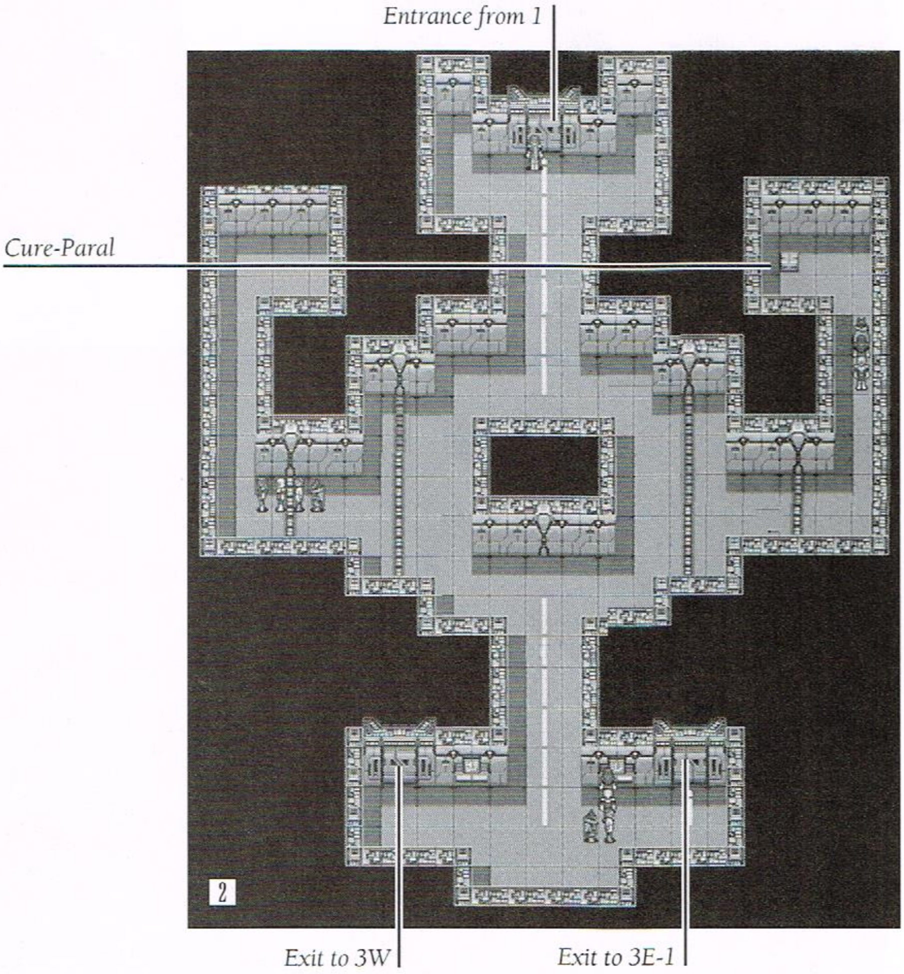

Please follow the line on the floor.'

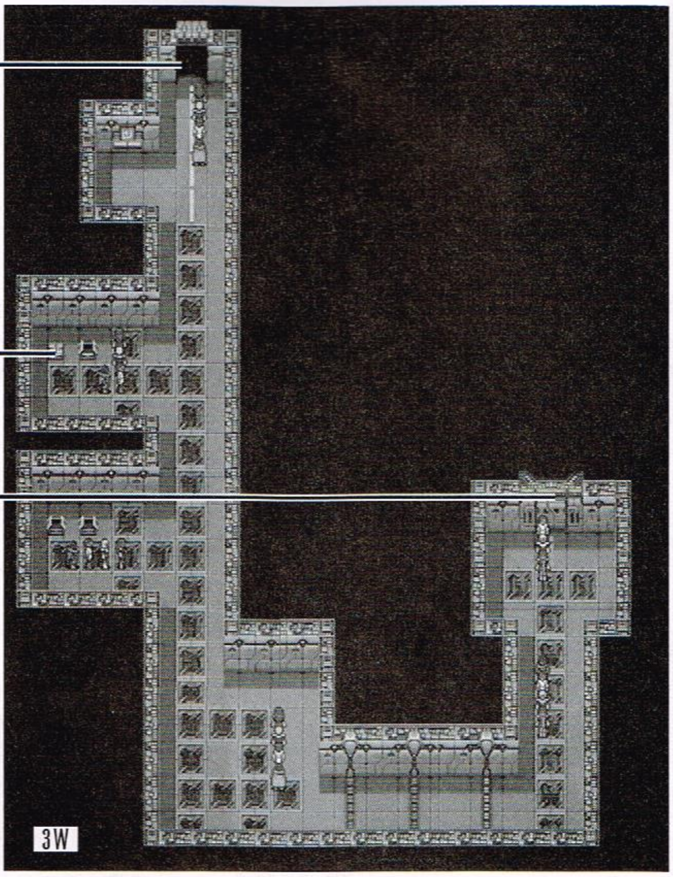
★ The Bio-Plant is a product of a long-dead culture. Over the eons, the machinery has gone bad, causing genetic mutations. This is the party's first experience with ancient technology.


Stop cowering! Men are such cowards!

★ A little sterilization frightens everyone but Alys. Wimps!



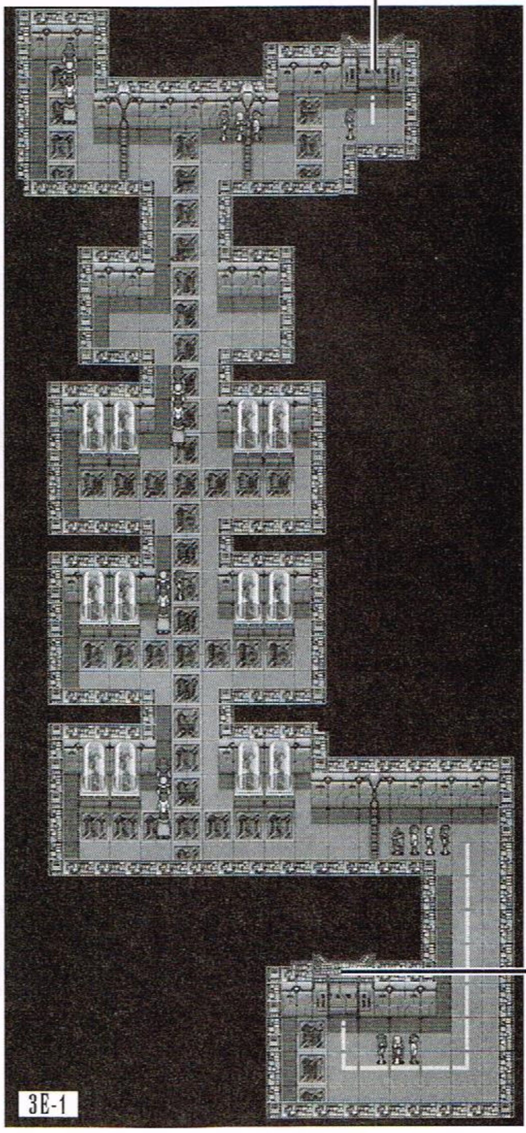

Entrance from 1
Cure-Paral
2
Exit to 3W
Exit to 3E-1



Closed Entry

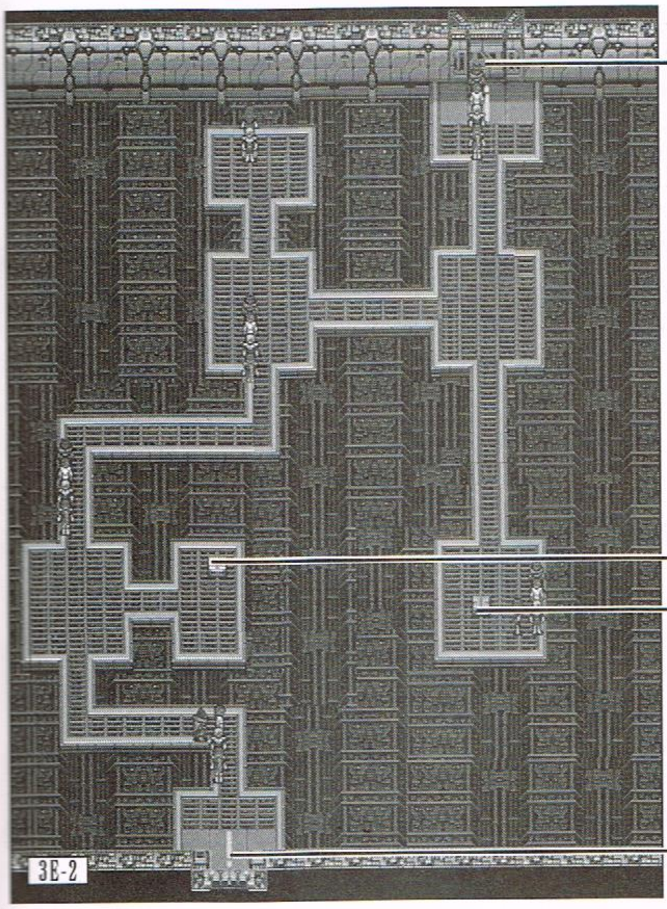
Grpt-Crown

Entrance from 2



Exit to 3E-2

Entrance to 3E-1

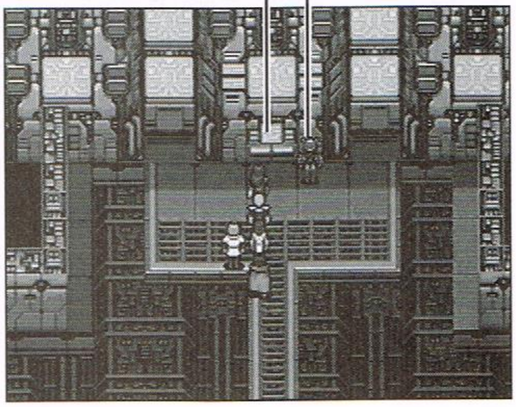


Exit to 3E-3

Antidote

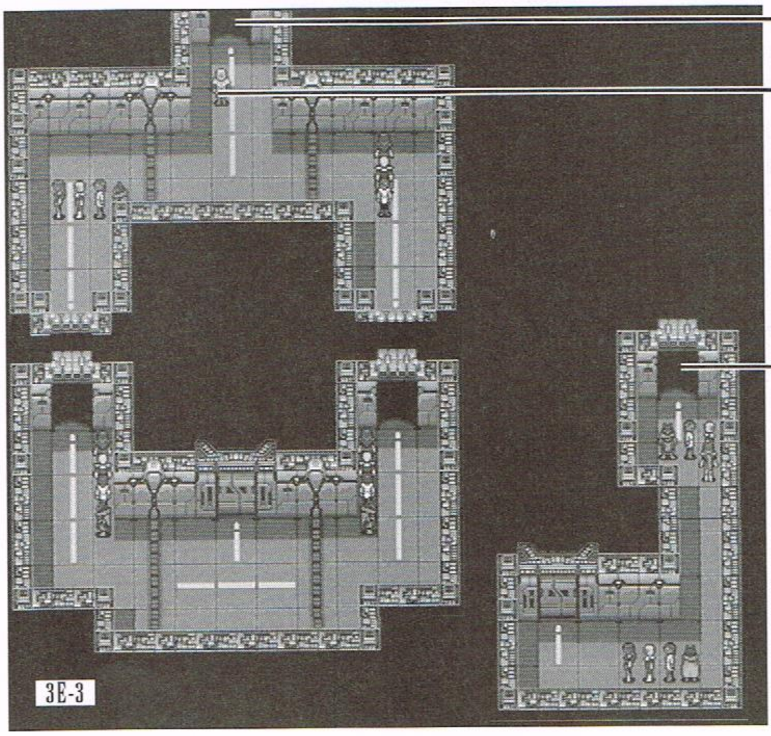
Crmc-Sword

Entrance from 3E-1



Rika

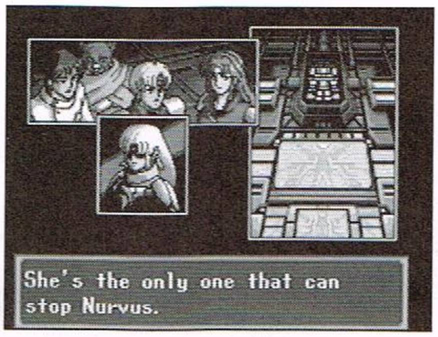
Seed

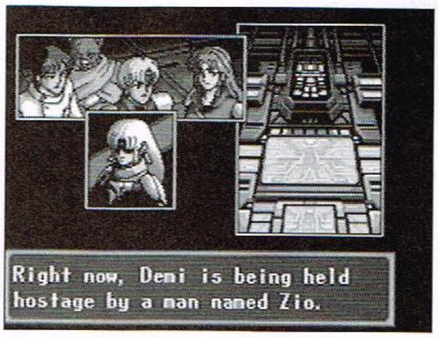


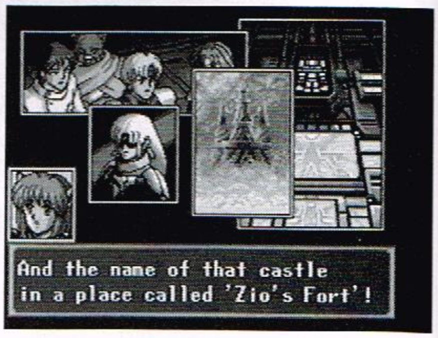
To Seed

Professor Holt

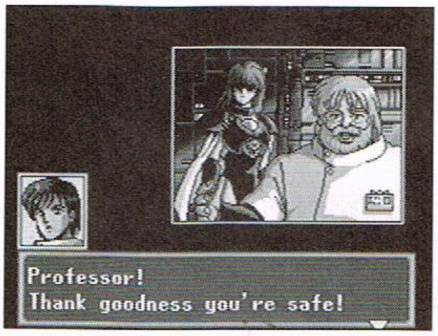
Entrance from 3E-2


She's the only one that can
stop Nurvus.

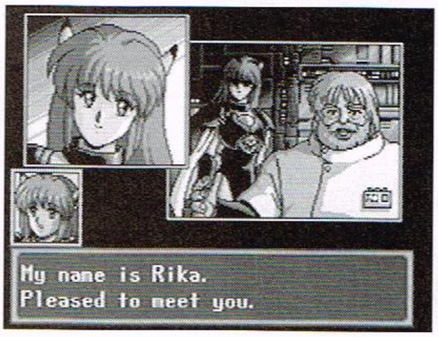

Right now, Demi is being held
hostage by a man named Zio.


And the name of that castle
in a place called 'Zio's Fort'!

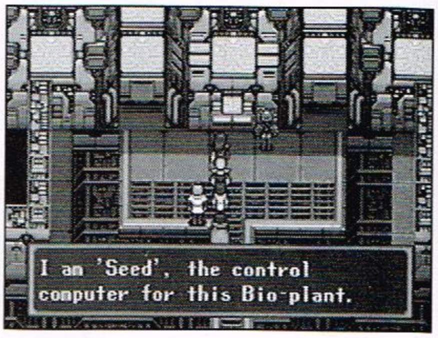
★ Seed will tell you about Nurvus, the planetary control station you must shut down. The only way you can do it is with the android Demi, held hostage by Zio in his fort.


Professor!
Thank goodness you're safe!

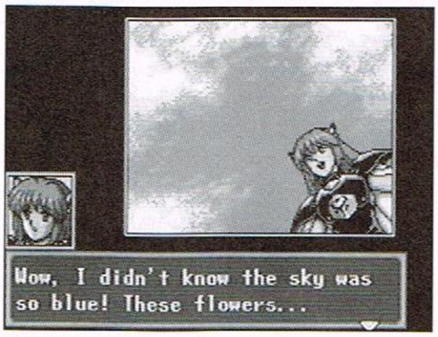
★ When you find the Professor, you will see that he has met some new friends.


My name is Rika.
Pleased to meet you.

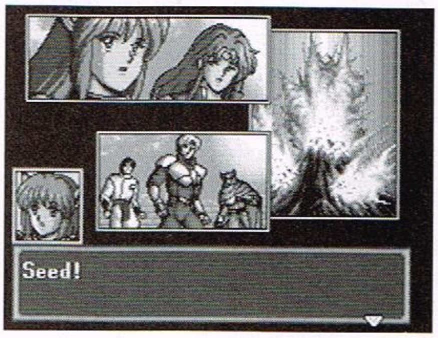
★ Rika is a Numan, a genetic contruct. She understands the tech world and will be a big help to you.


I am 'Seed', the control
computer for this Bio-plant.

★ Seed is Rika's father. He gives you important information about the failing planetary control systems.

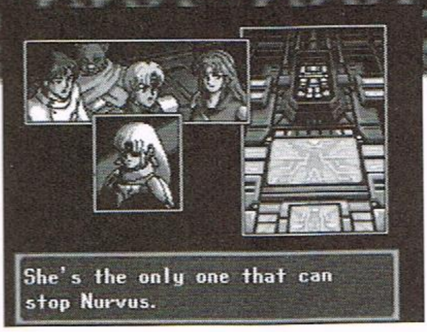

Wow, I didn't know the sky was
so blue! These flowers...

★ Rika has never been outside. You will experience her wonderment of the outside world throughout the game.


Seed!

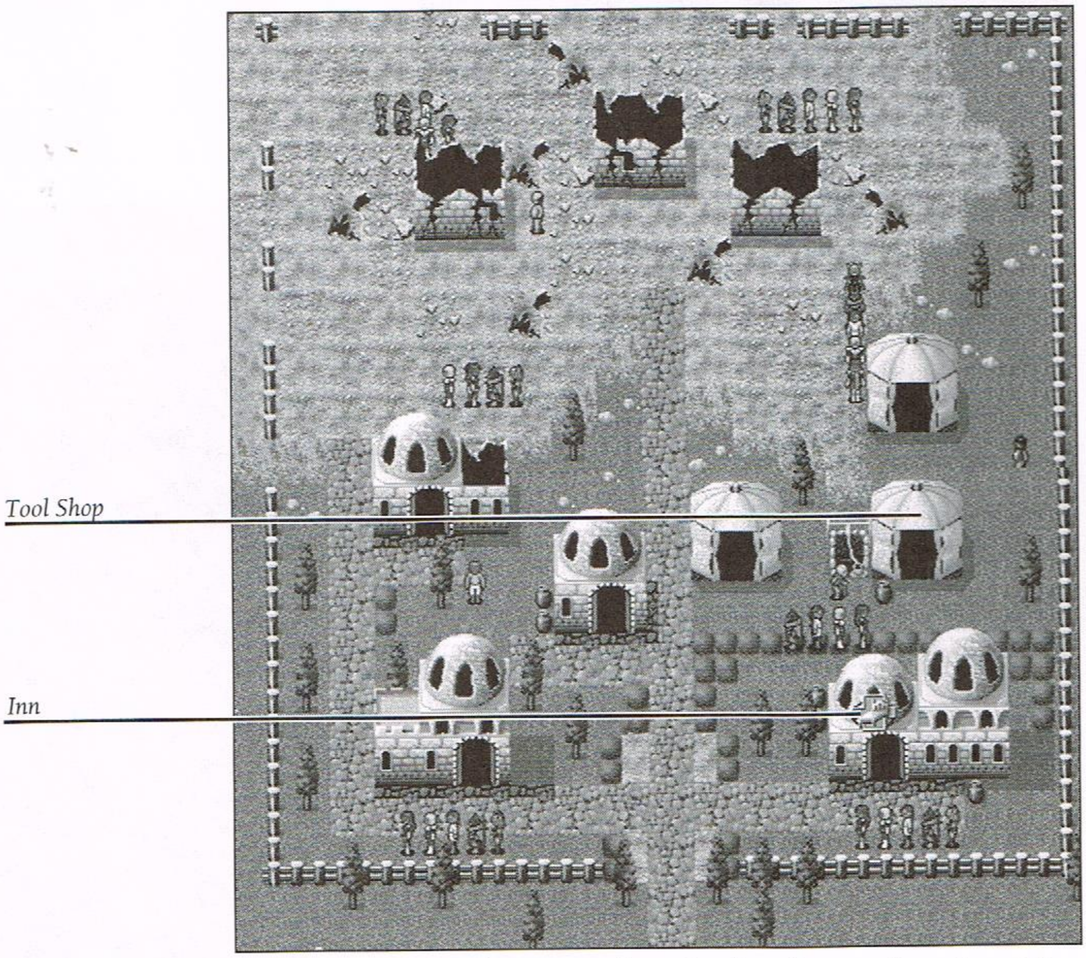
★ Seed self-destructs to prevent his systems from being overrun and causing further damage to Motavia.

Nalya



She's the only one that can stop Nurvus.

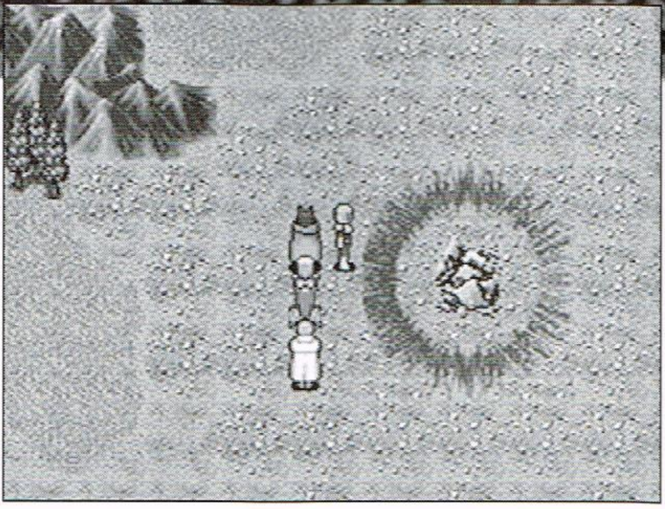
★ Nalya is a little town you'll encounter on the way from Zema and the Bio-Plant to Aiedo. It is located close to the spot where a giant asteroid has recently fallen. Use Nalya as a base for exploring the asteroid wreckage.

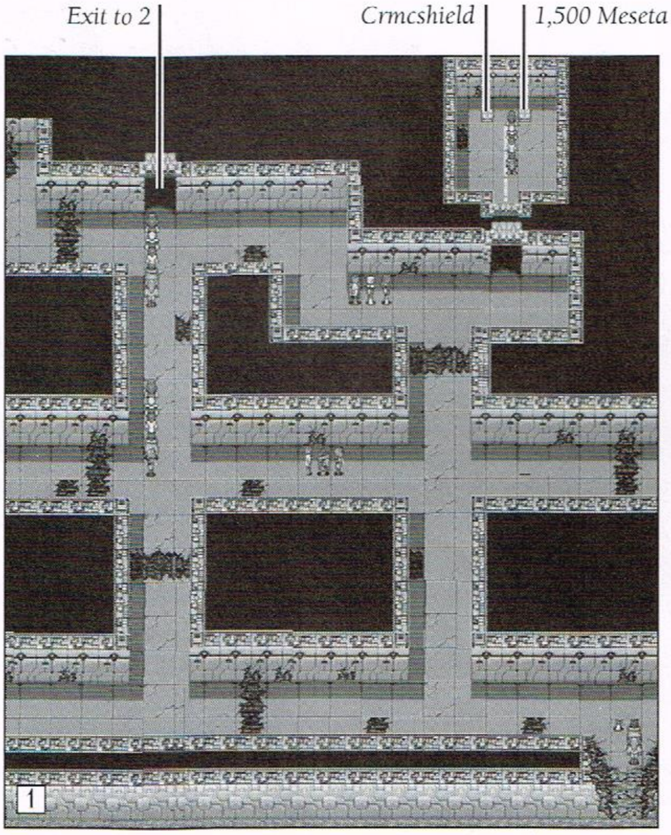


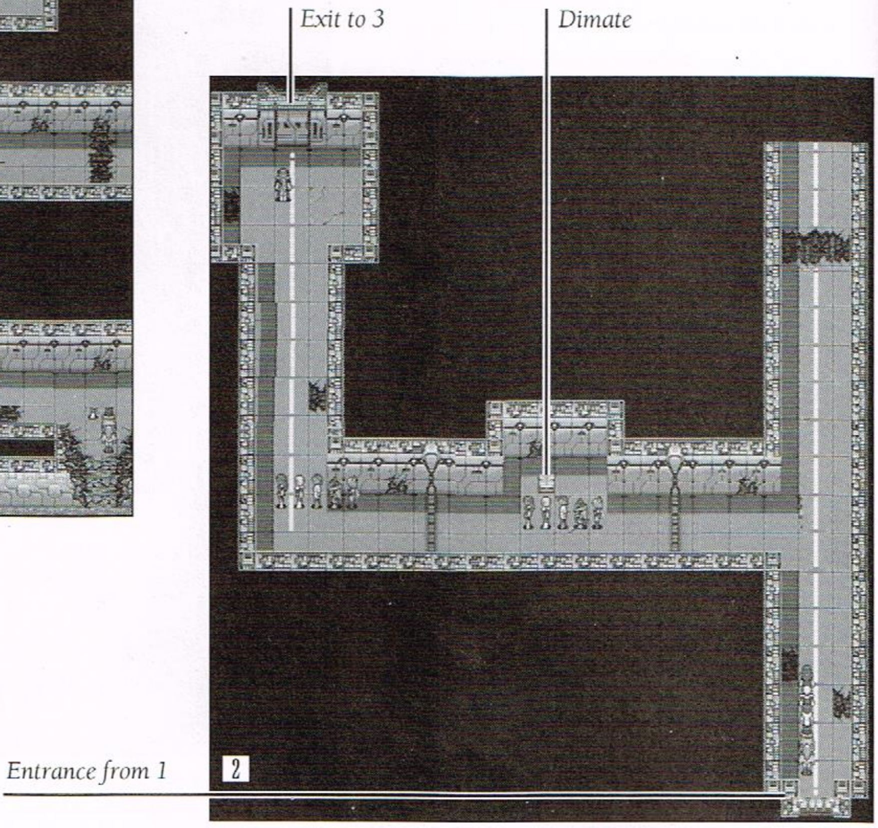
★ Nalya is where you will get more information about the asteroid wreckage. It has an Inn and a Tool Shop, so you can stock up on items you may need.

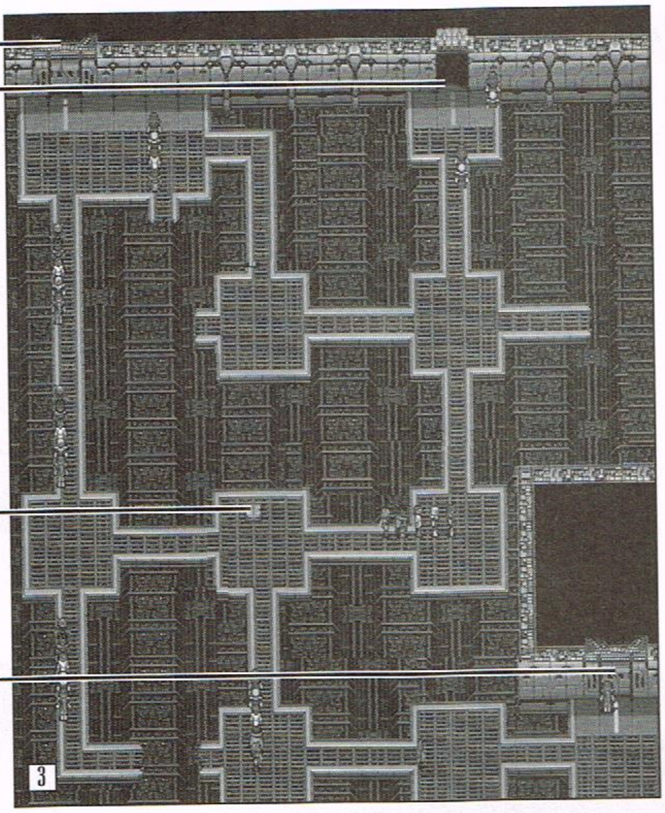
Asteroid Wreckage

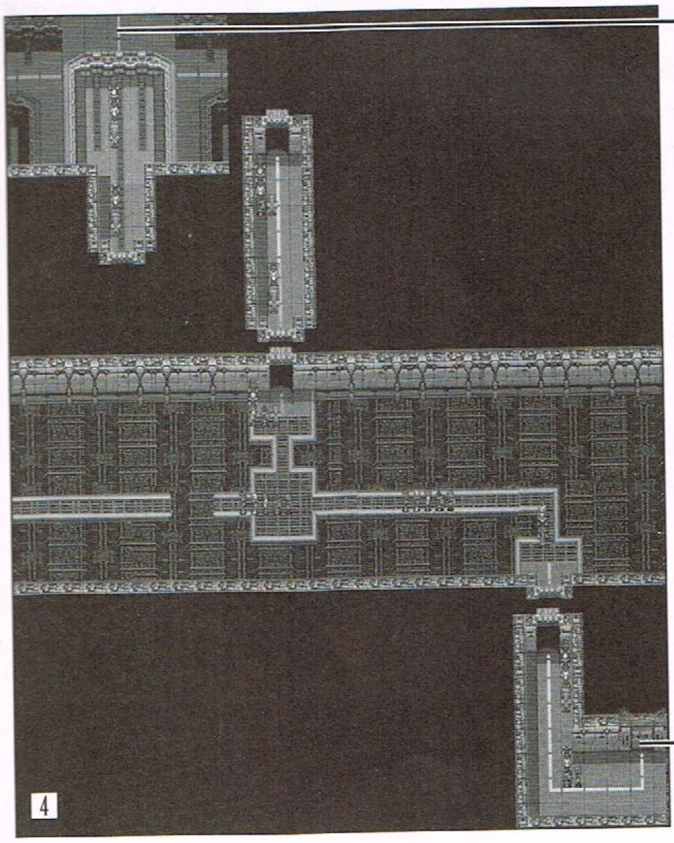
★ This wreckage came smoking down from the sky and is more than it first appears. Inside are the ruins of an ancient space station that is filled with mechanical enemies and better weapons and armor.

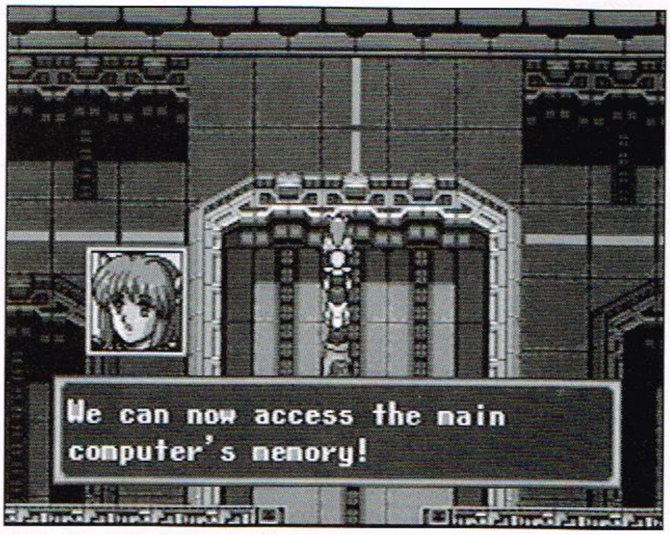



Exit to 2
Crmcshield
1,500 Meseta
1


Exit to 3
Dimate
Entrance from 1
2

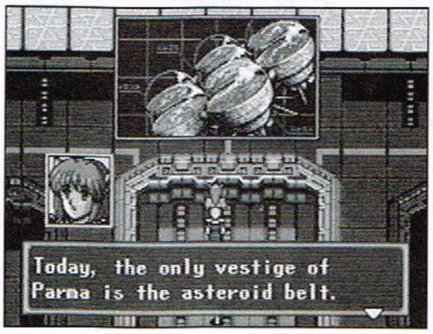

To Crmc-Mail
Exit to 4
Crmc-Knife
Entrance from 2
3


Computer Display
Entrance from 3
4

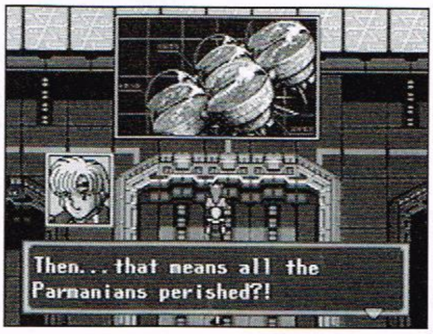


We can now access the main computer's memory!

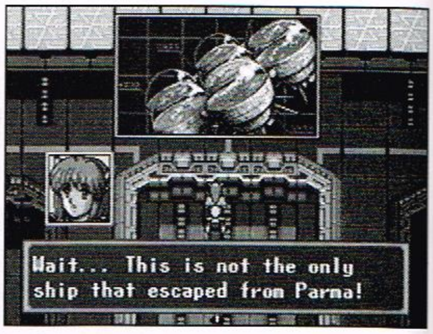
★ At the end of the Wreckage is the computer's main memory. Now you can get the true history of the Algo Star System.



Today, the only vestige of Parma is the asteroid belt.



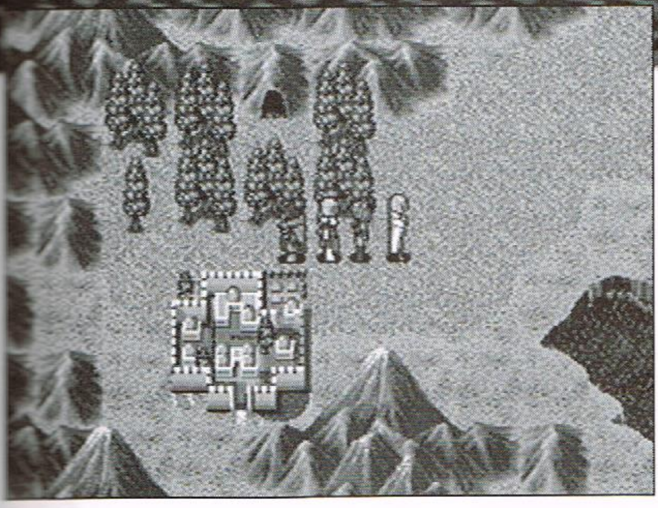
Then... that means all the Parmanians perished?!



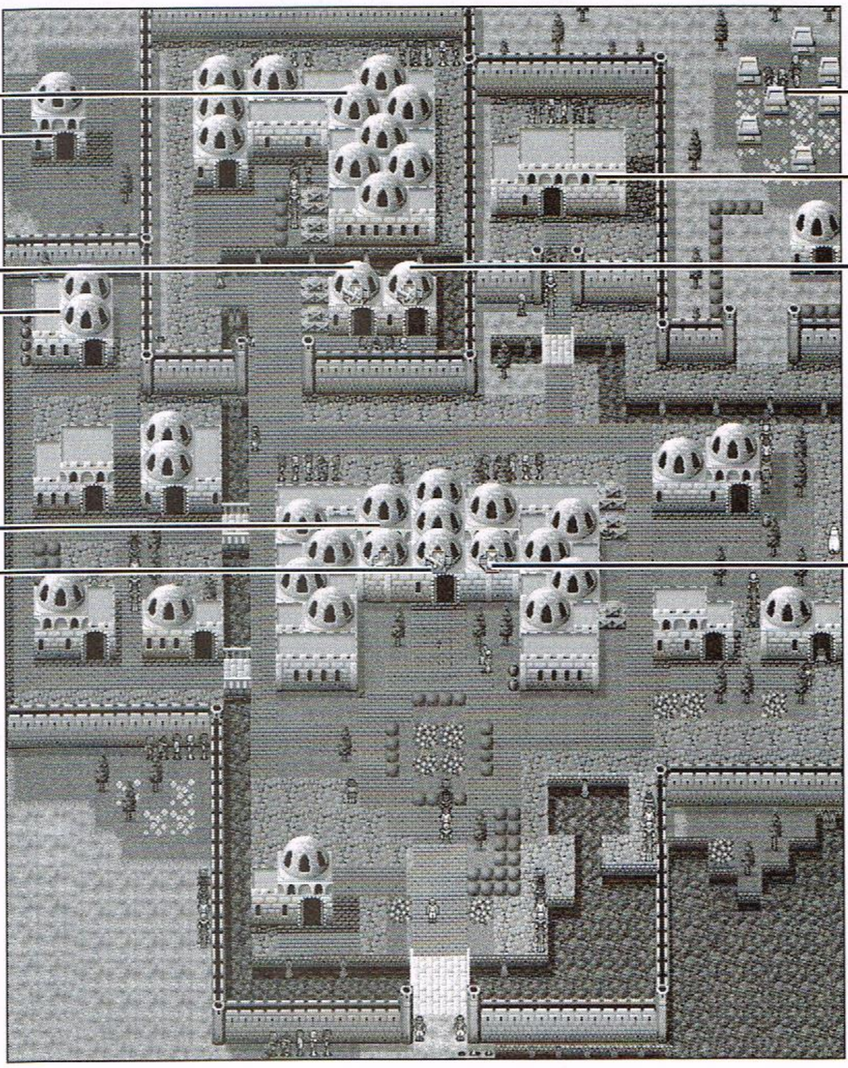
Wait... This is not the only ship that escaped from Parma!

★ Parma was destroyed 1,000 years ago, but not all Parmanians died. This fallen space station is proof, and there are more out there. How will you get to them? First you must defeat Zio and shut down Nurvus.

Aiedo



★ Aiedo is the home of Alys and Chaz. It is also the location of the Hunter's Guild, where Hunters can go to find work. Just north of Aiedo is the Passageway that leads to Kadary and Zio's Fort.


Hunter's Guild
Bakery
Guild Weapons Shop
The House of Alys
Inn
Weapons and Armor Shops
Graveyard
Prison
Guild Armor Shop
Tool Shop

Weapons Available at the Market:

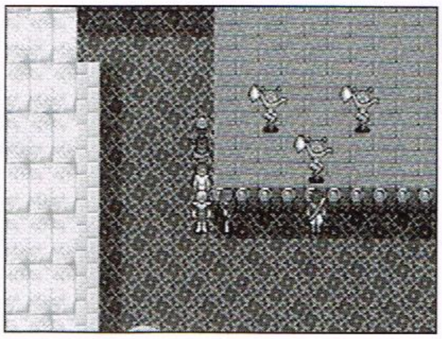
Dagger	40M
Stel-Sword	280M
Boomerang	80M

Armor Available at the Market:

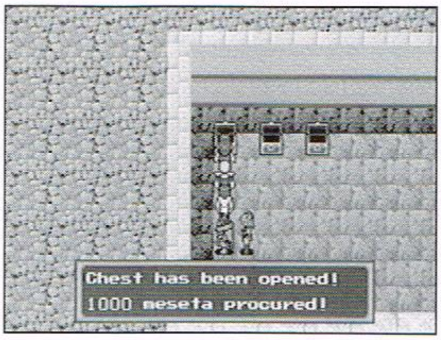
Lthr-Helm	80M
Lthr-Crown	90M
Lthr-Band	70M
Lthr-Cloth	160M
Lthrshield	140M

Weapons Available at the Hunter's Guild:

Crmc-Knife	1,600M
Crmc-Sword	3,600M
Saber-Claw	1,700M
Struggl-Ax	4,600M

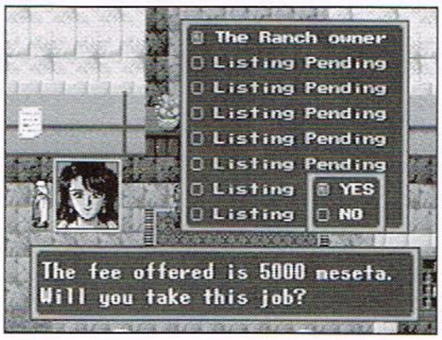


★ The Hunter's Guild offers some risque entertainment. Veteran gamers will recognize the dance music as the original tune from the Sega Master System game Fantasy Zone.



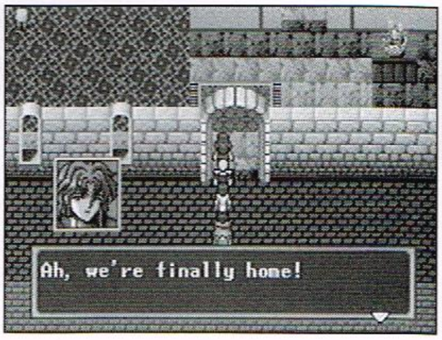
Chest has been opened!
1000 meseta procured!

★ You find these chests in the upper-left corner of the Guild. One holds Trimate, and the other holds 1,000 Mesetas.


● The Ranch owner
○ Listing Pending
○ Listing Pending
○ Listing Pending
○ Listing Pending
○ Listing Pending
○ Listing
○ Listing
● YES
○ NO

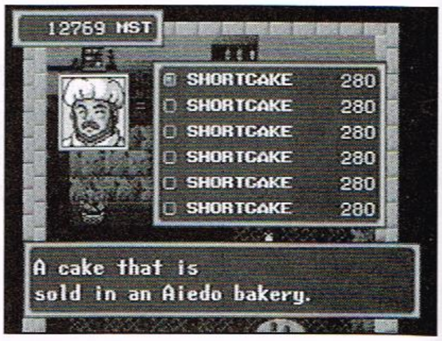
The fee offered is 5000 meseta.
Will you take this job?

★ Go to the Hunter's Guild to get jobs. Each job will earn you thousands of Meseta and the EP you need to become stronger. Many of these side quests also gain you important special weapons or items. The Ranch Owner is your first quest. Take it before heading to Zio's Fort. You will need the spells the EP bring you.



Ah, we're finally home!

★ Home sweet home. You can return here at any time, rest for the day, and leave with your HP and MP completely restored. When Chaz gains the Ryuka spell, you can Ryuka here, rest up, and return to your previous location. No more Mesetas spent on hotels!

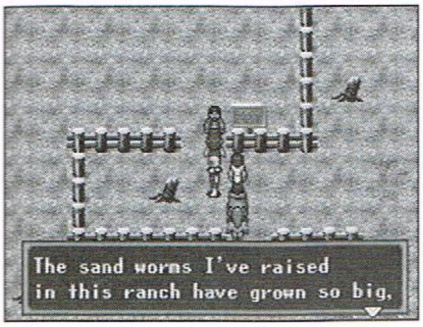

12769 MST
● SHORTCAKE 280
○ SHORTCAKE 280
○ SHORTCAKE 280
○ SHORTCAKE 280
○ SHORTCAKE 280
○ SHORTCAKE 280

A cake that is
sold in an Aiedo bakery.

★ Hug the outside walls to get to the Bakery. You will need a shortcake to complete a future side quest.

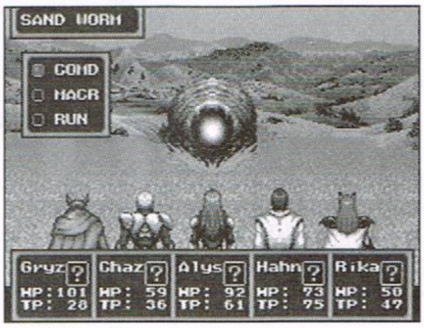
Side Quest 1: The Ranch Owner

Remember the enterprising individual in Mile who had started a Sand Worm farm as a tourist attraction? Well, it appears his pets have become too big and strong for his own good! If you've already tangled with a leach or a Sand Worm, you know what we mean. He has offered a 5,000M commission to any hunters strong enough to solve his problems. So its off to Mile to battle a Sand Worm.



The sand worms I've raised
in this ranch have grown so big,

★ OK, how big are they? How about huge!

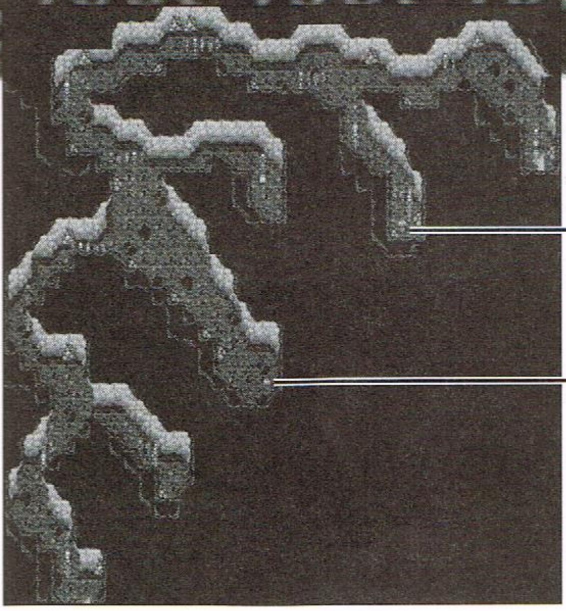


★ You'll want to save your game before you do battle with these critters. Normally, you would want to avoid combat with a Sand Worm. But here, hit it with your most powerful spells and attacks. Keep going, even if you lose a character or two. You can always take a rest in Aiedo after.

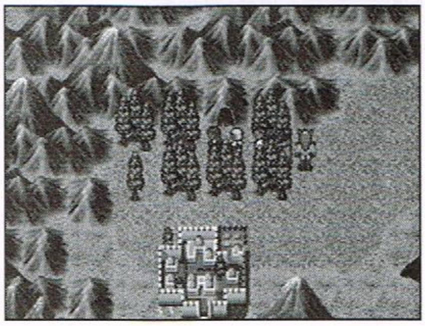
Please accept your commission
fee of 5000 meseta.

★ Success! Cash in, buy some new weapons, and prepare to head for Kadary, the closest town to Zio's Fort.

The Aiedo Passageway

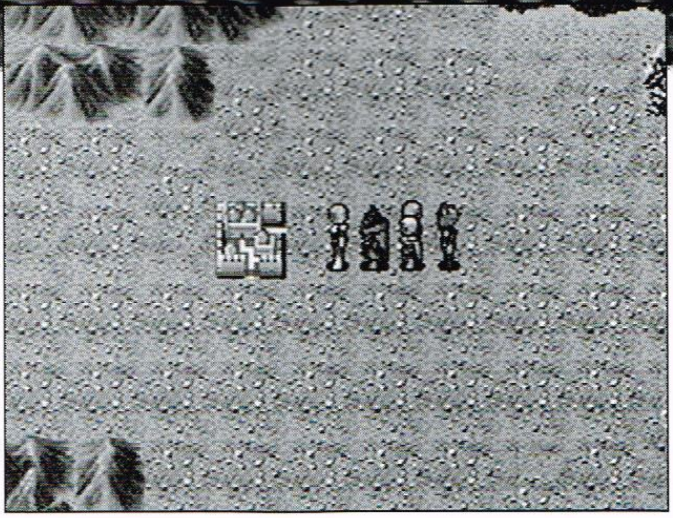


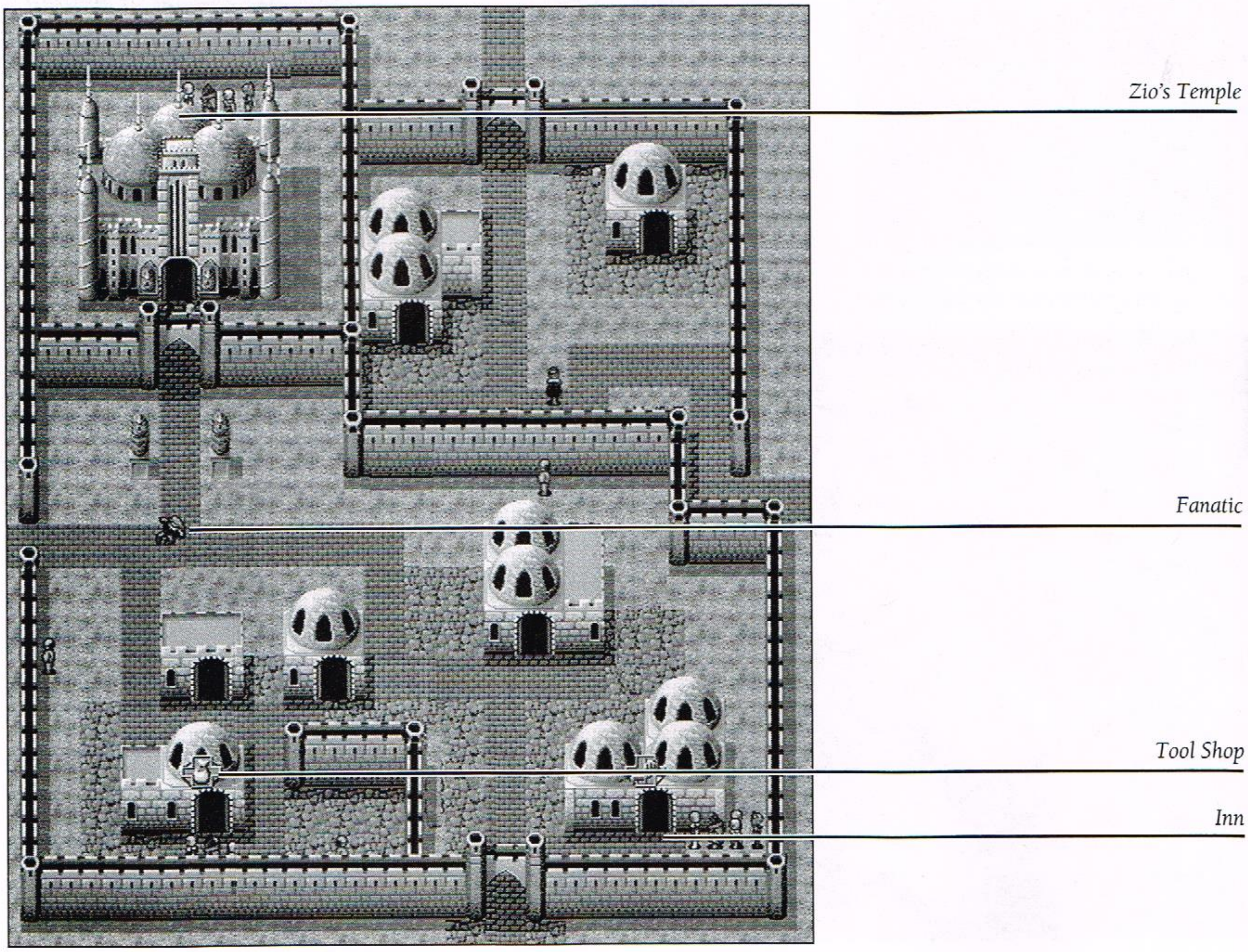
★ The Passageway between Aiedo and Kadary is short but filled with fairly tough enemies. Enter through the cave just above Aeido, through the trees on the right. Follow the map for the correct route.

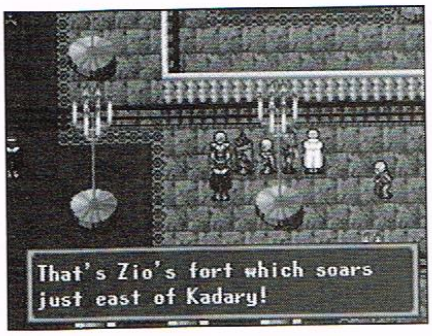


Kadary

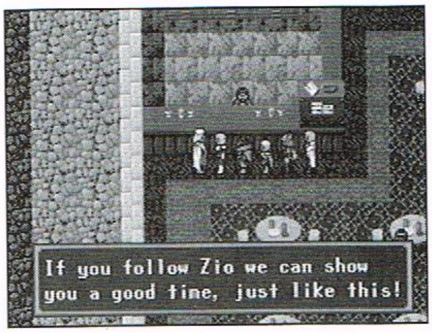
✭ Kadary is located northwest of Zio's Fort. It is a little burg with an Inn and a Tool Shop. Since it is directly under Zio's control, no weapons are sold. With careful searching, however, you can find one.



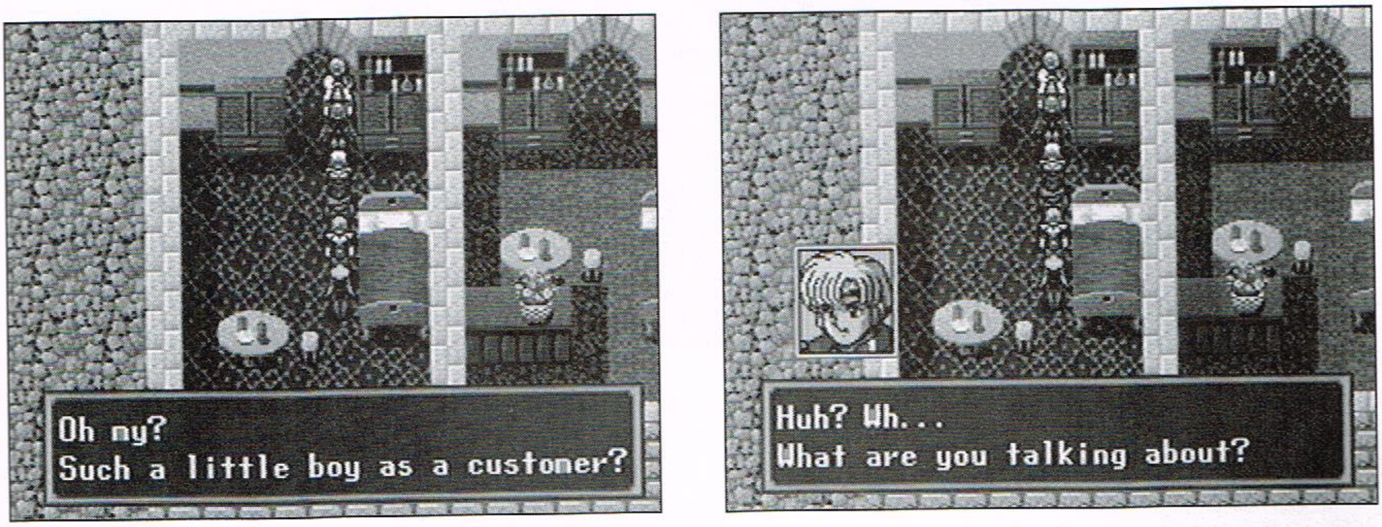

Zio's Temple
Fanatic
Tool Shop
Inn


That's Zio's fort which soars
just east of Kadary!

★ A trip into Zio's Temple will give you a few clues to the Black Magician's location.

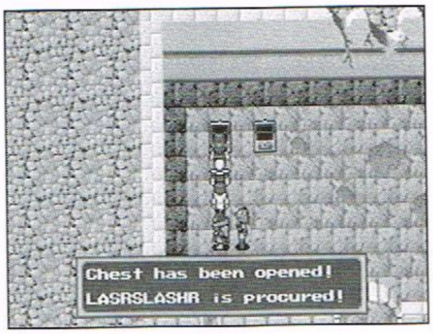

If you follow Zio we can show
you a good time, just like this!

★ Zio gains followers with bribes and special favors.


Oh my?
Such a little boy as a customer?

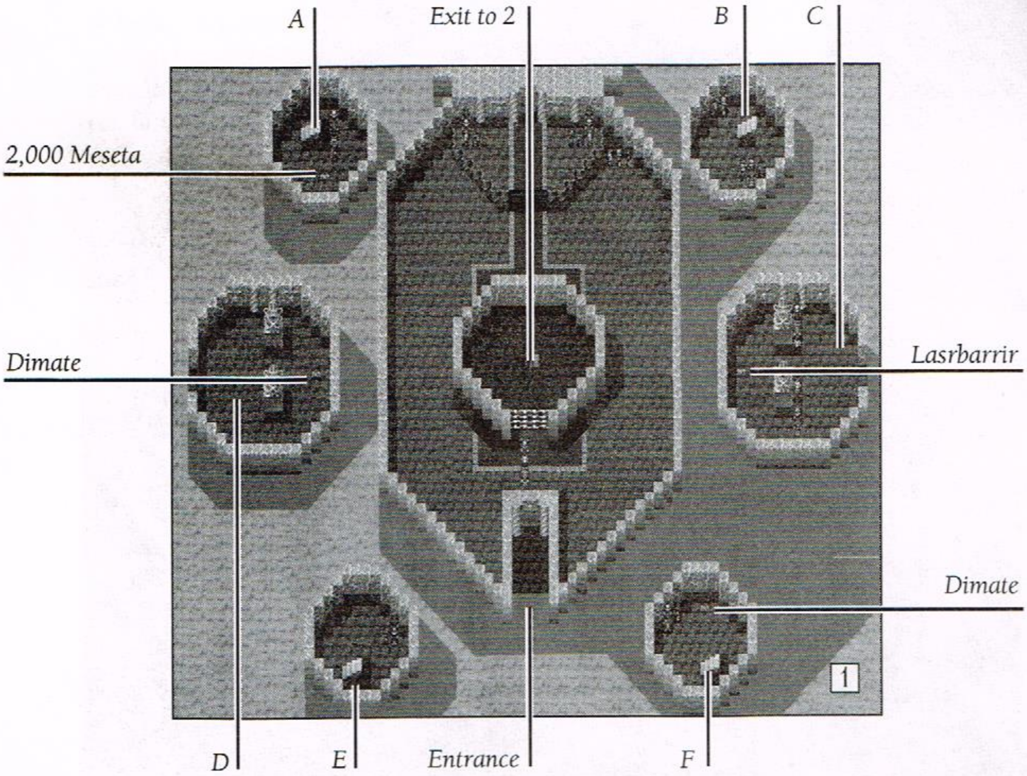
Huh? Wh...
What are you talking about?

★ Although hunters grow up fast, Chaz still has a few thing to learn about life.

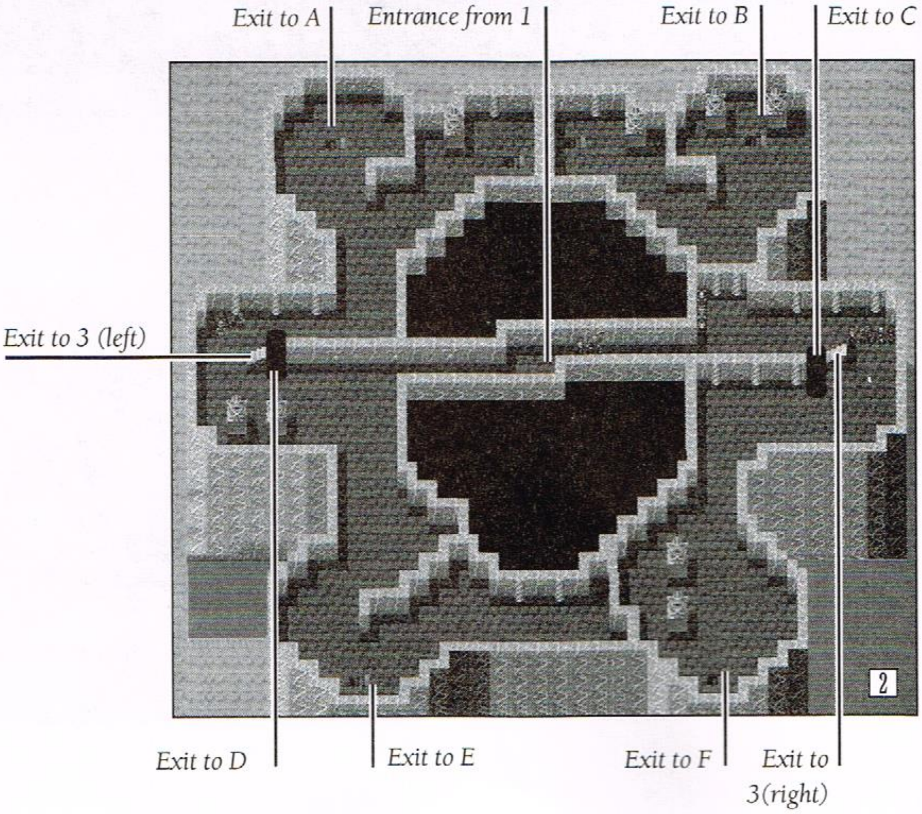

Chest has been opened!
LASRSLASHR is procured!

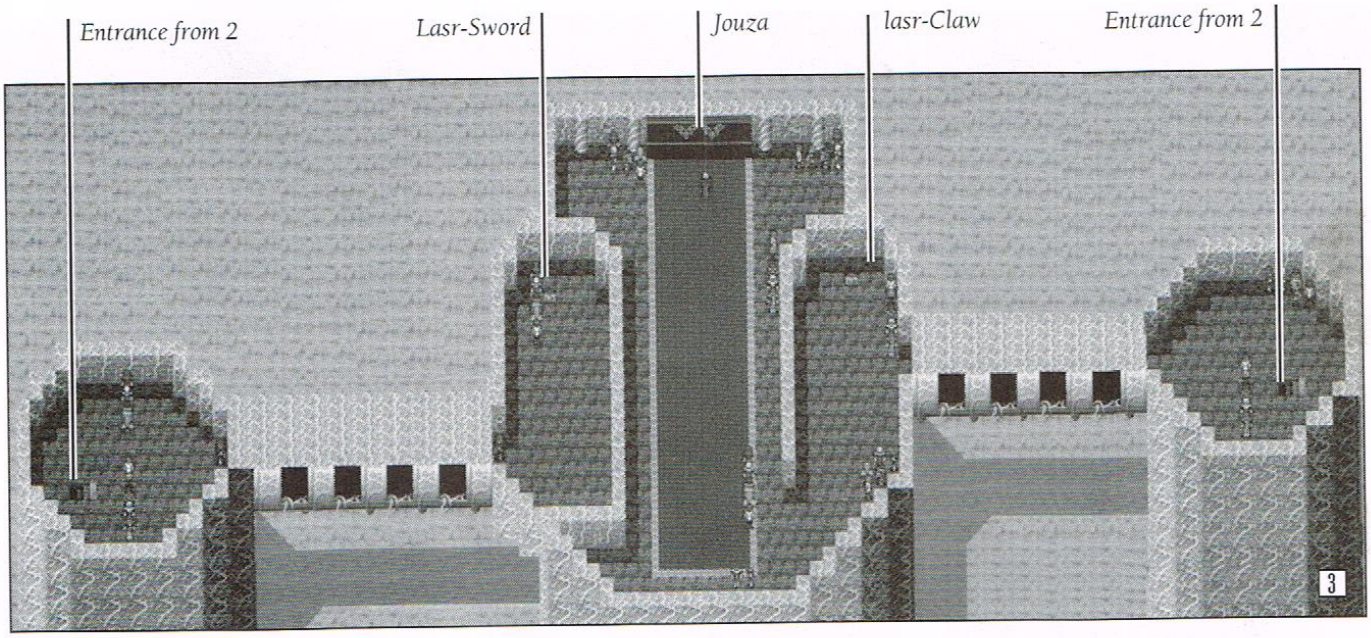
★ Search the abandonded house next to the recreation center to find this Lsrslasher, a powerful weapon for Alys.

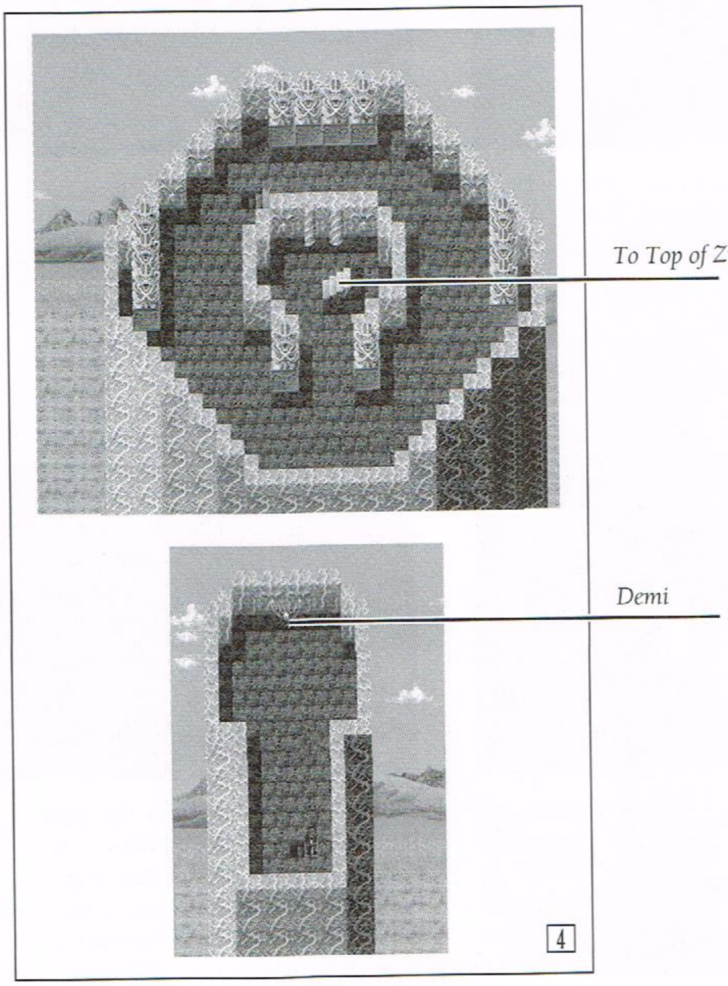
Zio's Fort

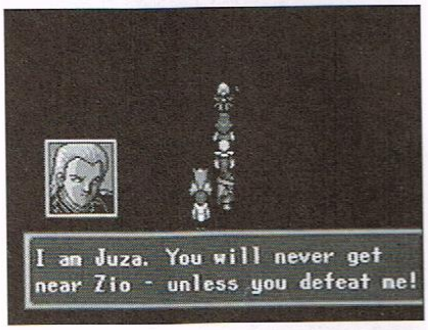

A
Exit to 2
B
C
2,000 Meseta
Dimate
Lasrbarrir
Dimate
1
D
E
Entrance
F

★ Zio's Fort is just a short way southeast from Kadary, across the sand flows from Mile.

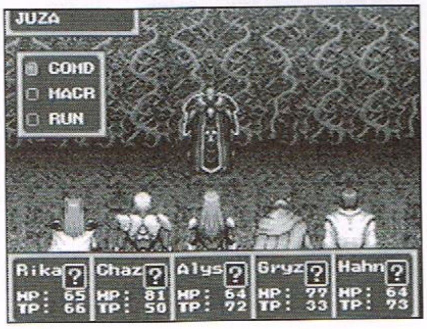

Exit to A
Entrance from 1
Exit to B
Exit to C
Exit to 3 (left)
2
Exit to D
Exit to E
Exit to F
Exit to 3(right)


Entrance from 2
Lasr-Sword
Jouza
lasr-Claw
Entrance from 2
3


To Top of Zio's Fort
Demi
4

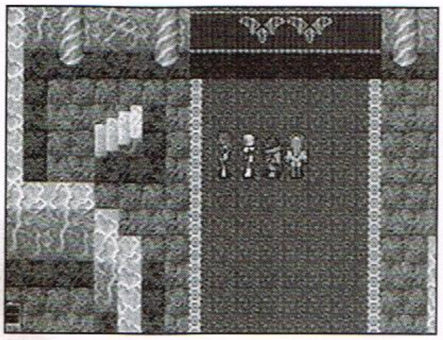


I am Juza. You will never get near Zio - unless you defeat me!

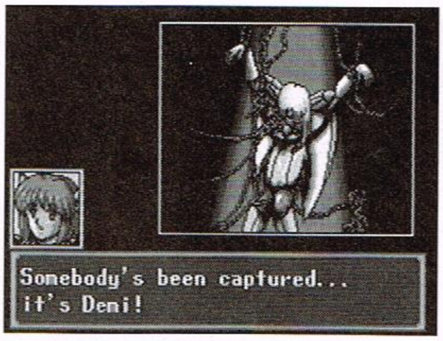

JUZA
COMD
MACR
RUN

Rika HP: 65 TP: 66
Chaz HP: 81 TP: 50
Alys HP: 64 TP: 72
Gryz HP: 77 TP: 33
Hahn HP: 64 TP: 73

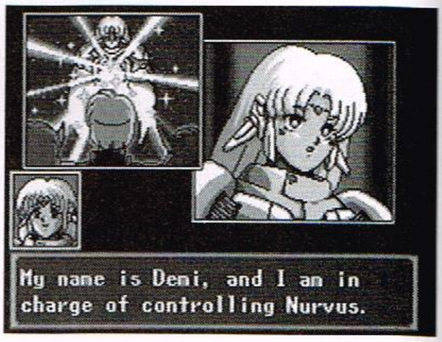
★ Juza is a powerful Zio underling that you must defeat to continue. Use your strongest spells. When you have defeated him, a hidden stairway is revealed that lets you go to the top of Zio's Fort.



★ Climbing the stairs puts you very close to adding a new character to your party, Demi.

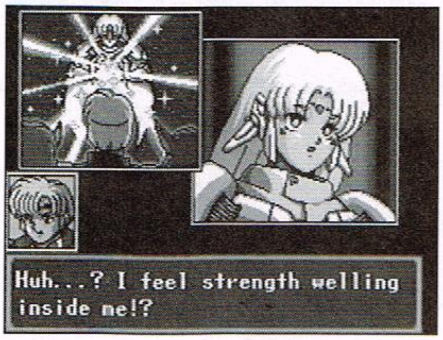


Somebody's been captured...
it's Demi!



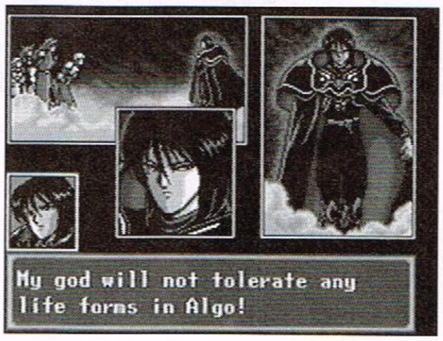
My name is Demi, and I am in
charge of controlling Nurvus.

★ Demi is an android — part woman, part machine. She was taken hostage by Zio so he could assume control of Nurvus. You cannot shut down Nurvus without her.

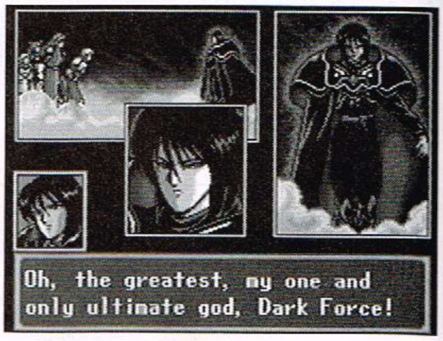


Huh...? I feel strength welling
inside me!?

★ One of Demi's Skills is Medice. She can restore the HP of all the members of your party up to eight times before she needs to rest. She recovers HP gradually, over time. Human Techniques do not work on her.

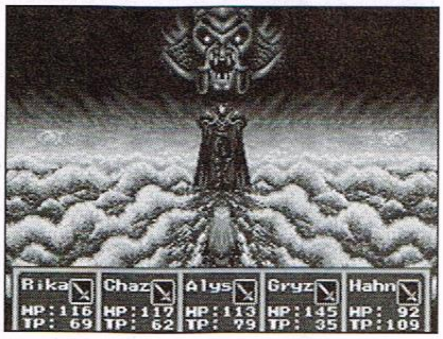


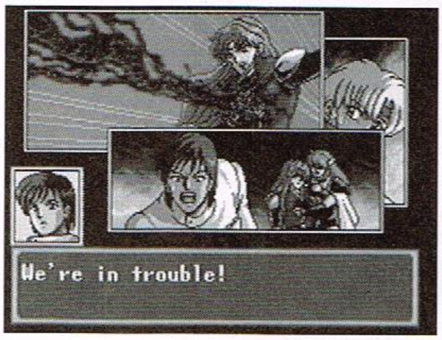
My god will not tolerate any
life forms in Algo!



Oh, the greatest, my one and
only ultimate god, Dark Force!

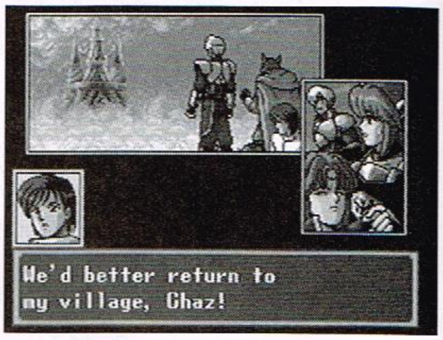
★ Zio catches you freeing Demi and is not very happy. He lets you know he is acting as the servant of Dark Force, the evil that has plagued the Algo System for thousands of years. If you have not realized it by now, you are fighting something much, much bigger than it seems.





We're in trouble!

★ Zio battles with the powers of the Magic Barrier, which you cannot penetrate with any of your Skills, Techniques, or weapons. He releases a Black Wave that smotes Alys with a brutal blow. The only wise course of action is to flee.

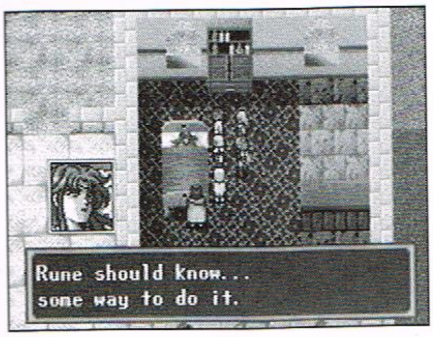


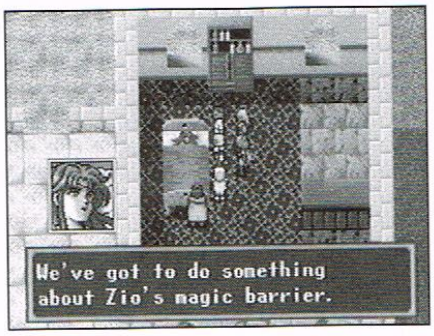
We'd better return to
my village, Chaz!

★ Alys is wounded so badly that even the potent healing Skill of Gires cannot make her recover. Things look mighty bleak. Bring her back to Krup so she can get care under Hahn's fiance. You'll also be positioned for further adventure.

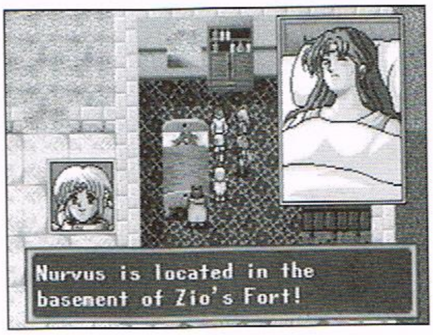
Return to Krup

Your stay in Krup is a short one. After leaving Alys in the care of Hahn and his fiance, you must search out Rune, who has gone to the Ladea Tower. To get there, you must find a way across the quicksand. Demi knows what to do...

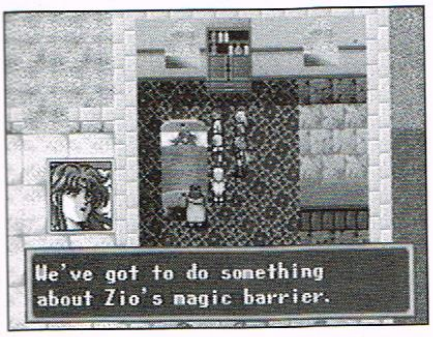

Rune should know...
some way to do it.


We've got to do something
about Zio's magic barrier.

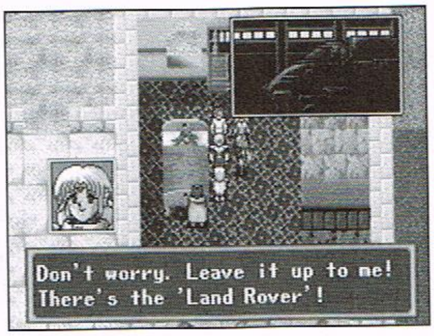
★ Alys directs you to find Rune. He is a user of magic much like Zio. Perhaps he can find a way around Zio's Magic Barrier.

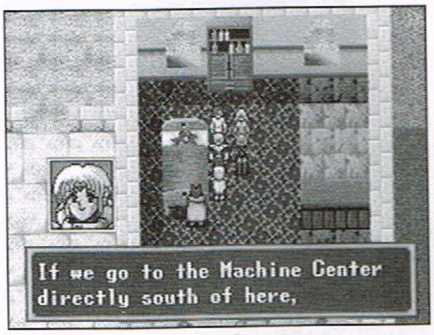

Nurvus is located in the
basement of Zio's Fort!

★ To solve many of Motavia's problems, you must shut down Nurvus. After finding Rune, you must return to the basement of Zio's Fort.

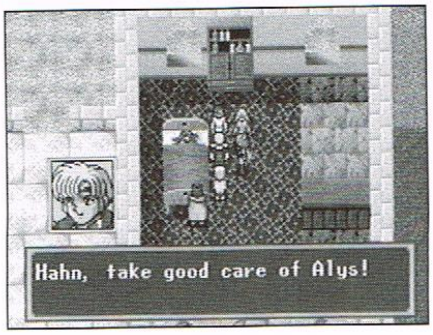

We've got to do something
about Zio's magic barrier.

★ Ladea Tower is the place Rune referred to in Tonoe when he said that he had to pick up something. The Tower is located across the quicksand and is unreachable by foot.


Don't worry. Leave it up to me!
There's the 'Land Rover'!

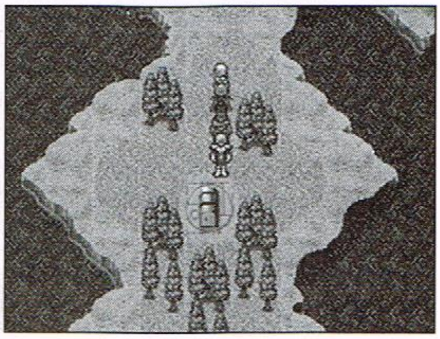

If we go to the Machine Center
directly south of here,

★ Between Demi and Rika, you can learn much about the ancient workings of Motavian civilizations. Demi can lead you to a Machine Center where a Land Rover is located.

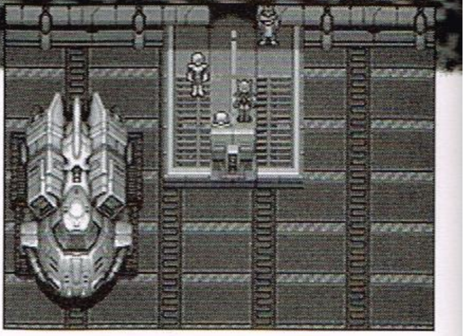

Hahn, take good care of Alys!

★ You lose Hahn in Krup. He stays to take care of Alys. Now you have room to add Rune back to your party when you find him.

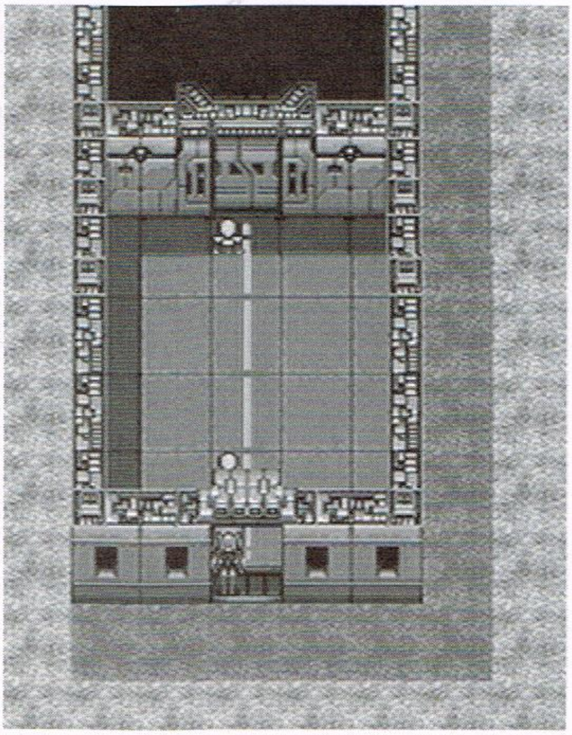
The Machine Center

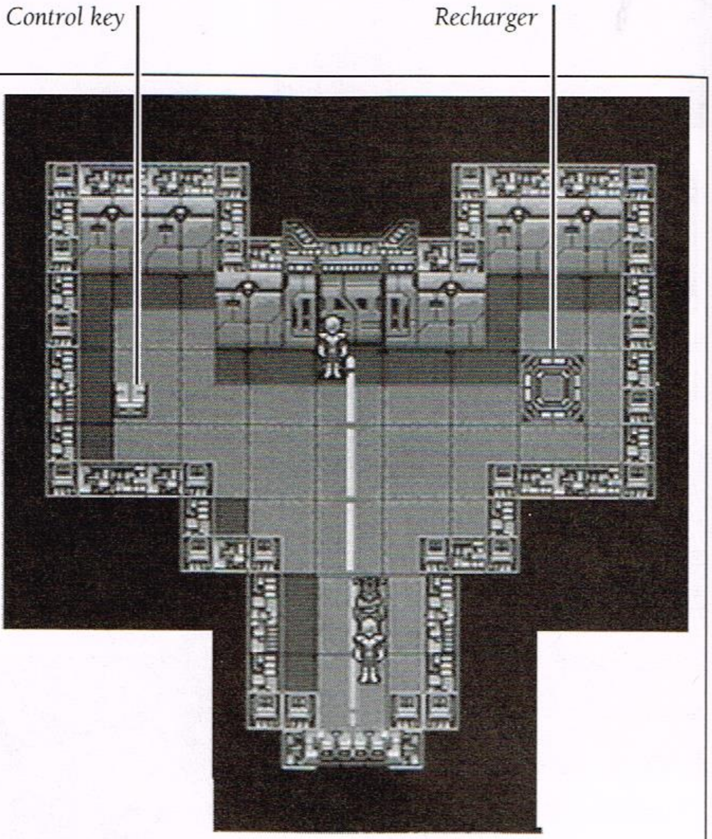


★ Journey south from Krup and you will find the Machine Center. Demi has the ability to make it open, much to everyone's surprise. The Machine Center has become independent from Seed and Nurvus over the Eons, keeping its secrets safe from Zio's hands. A platform inside will restore your HP and MP. Look for other platforms like this later in the game.

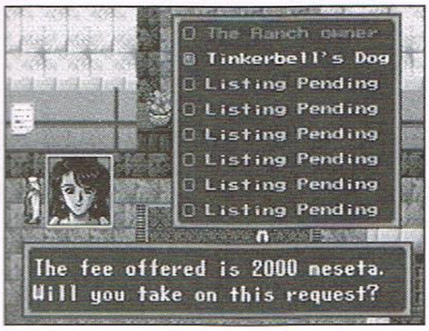


★ The Land Rover is a specialized, armored vehicle capable of high-speed travel across quicksand. It has impressive weapons and can take hits that do not affect your party. But if you lose all the vehicle's HP, you lose the vehicle and your life.





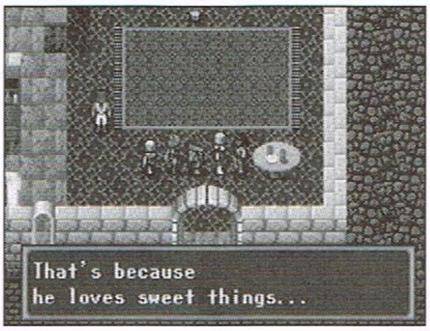
Side Quest 2: Tinkerbell's Dog



The fee offered is 2000 meseta.
Will you take on this request?

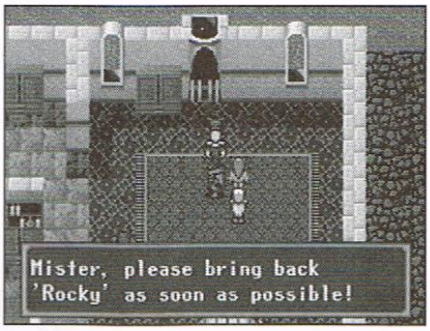
★ After you have retrieved the Land Rover, check back into Alys' house if you need a rest, then go visit the Guild. A new job will have appeared. This time, you're being asked to help recover a little girl's dog. This quest is a test of cunning more than anything else. Remember seeing a little dog anywhere in your travels, like next to the ponds in Krup? From there, you will either find the dog in Monsen or in Termi, across the quicksand (it's quite a remarkable dog). Take this job for the Mesetas. It's easy.

Tinkerbell lives in the east section of Aiedo. Visit her there and get a couple of clues.



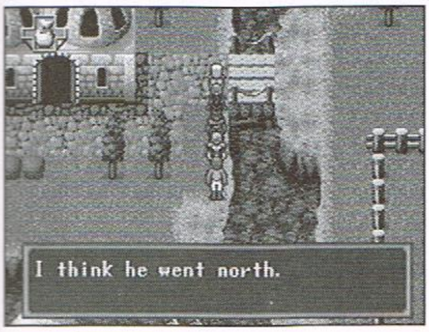
That's because
he loves sweet things...

★ You're looking for Rocky, a short, fat, scraggly dog who is stubborn and loves sweet things. Seen anything sweet in your journey? How about a shortcake from the Aiedo Bakery? Get one and take it with you, or else the dog will remain stubborn.



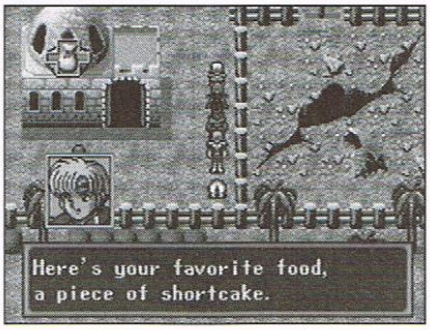
Mister, please bring back
'Rocky' as soon as possible!

★ What brave adventurer's heart would not be broken by a little girl's plea to bring home her puppy?

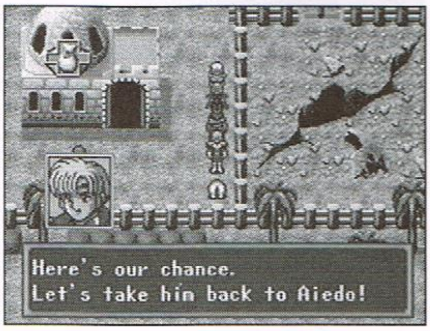


I think he went north.

★ North? Try more east than north. Go to Monsen. If Rocky is not there, try Termi.



Here's your favorite food,
a piece of shortcake.

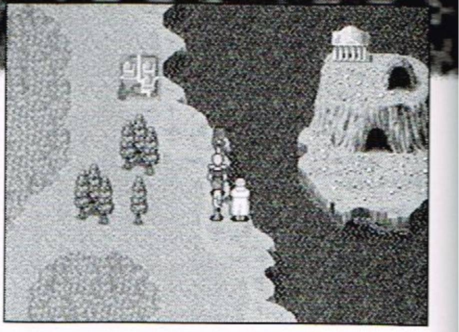


Here's our chance.
Let's take him back to Aiedo!

★ When you see the dog, you will automatically offer him the shortcake, if you have it. You'll have to go back to get it if you don't, and the dog could possibly move in the meantime. When Rocky is occupied with the food, grab him and head back to Aiedo. Mission complete. Go to the Guild to collect your 2,000M.

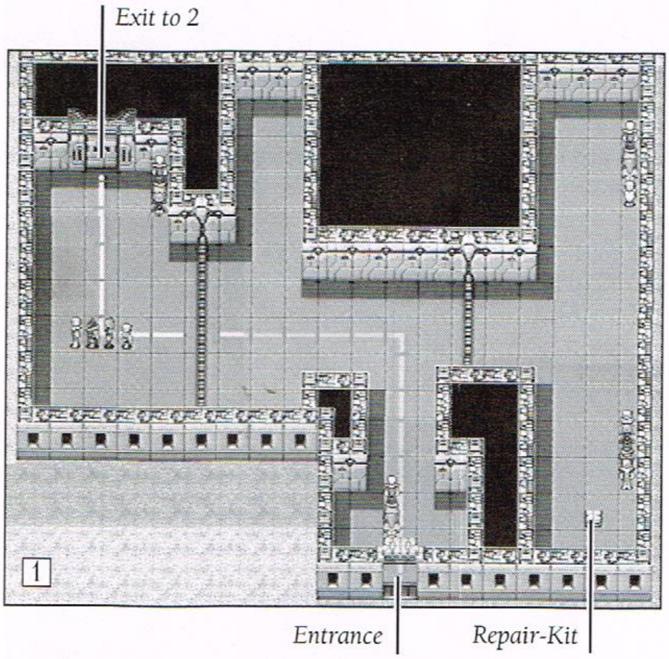
If you have talked to anyone in Monsen, you have probably been asked to stop the earthquakes. That quest is a good one to take next because it gains you a very powerful weapon for Demi.

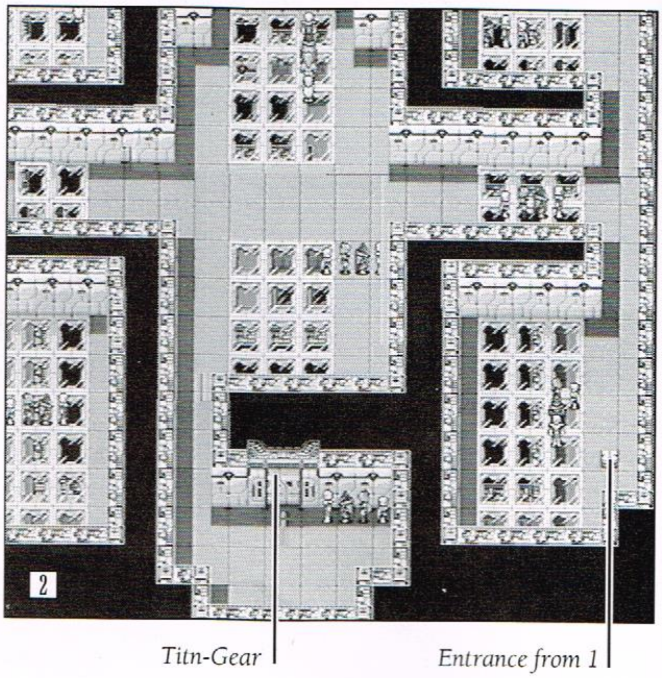
Plate Center

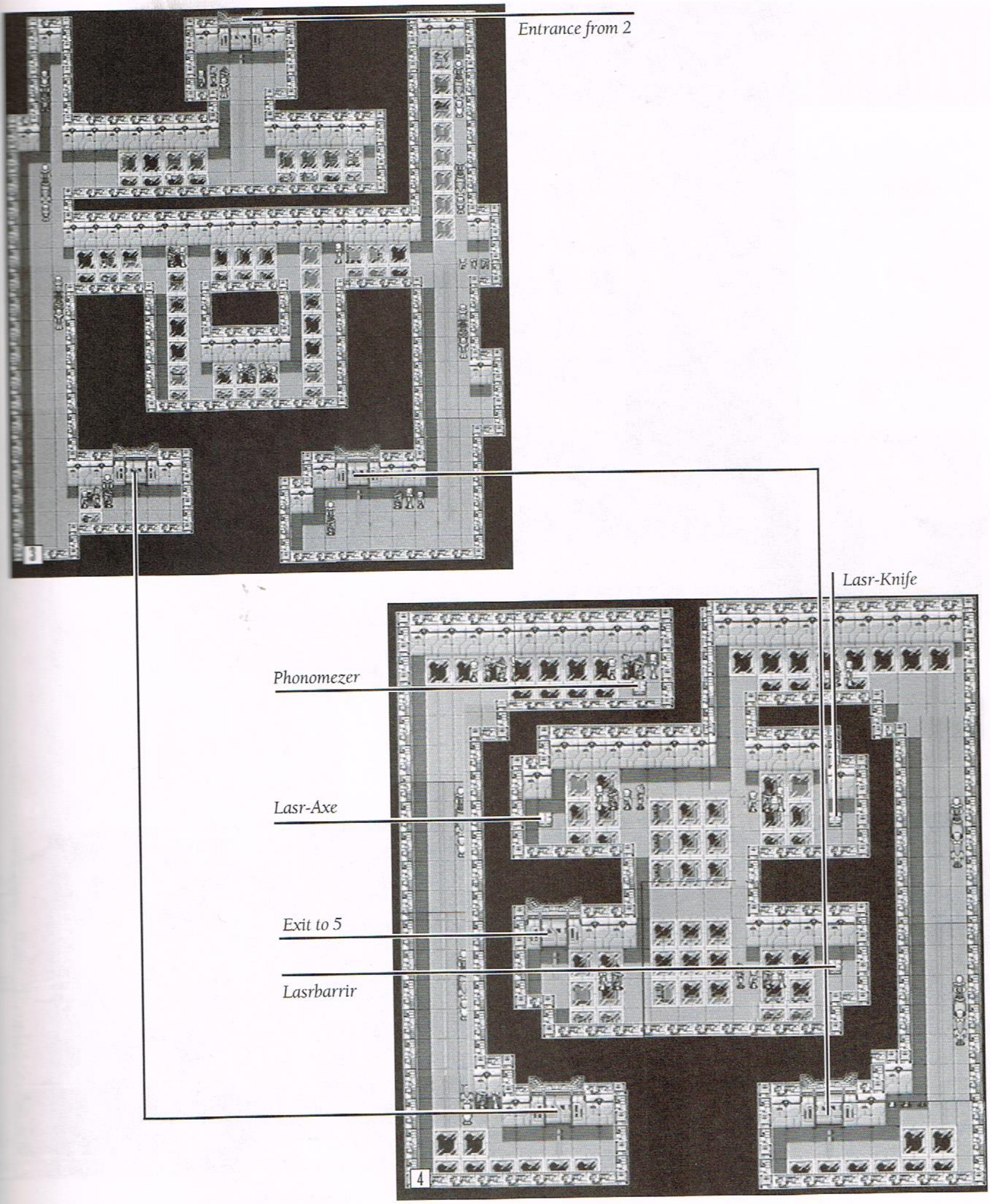


★ The Plate Center controls seismic activity on Motavia.

Now that you have rescued the cute little doggy, you can make things a whole lot safer if you turn off the Plate Center. You'll find it northeast of Monsen. You'll also find the Phonomezer, which will give Demi her most powerful attack, Phonom.e


Exit to 2
1
Entrance
Repair-Kit


2
Titn-Gear
Entrance from 1


Entrance from 2
3
Lasr-Knife
Phonomezer
Lasr-Axe
Exit to 5
Lasrbarrir
4

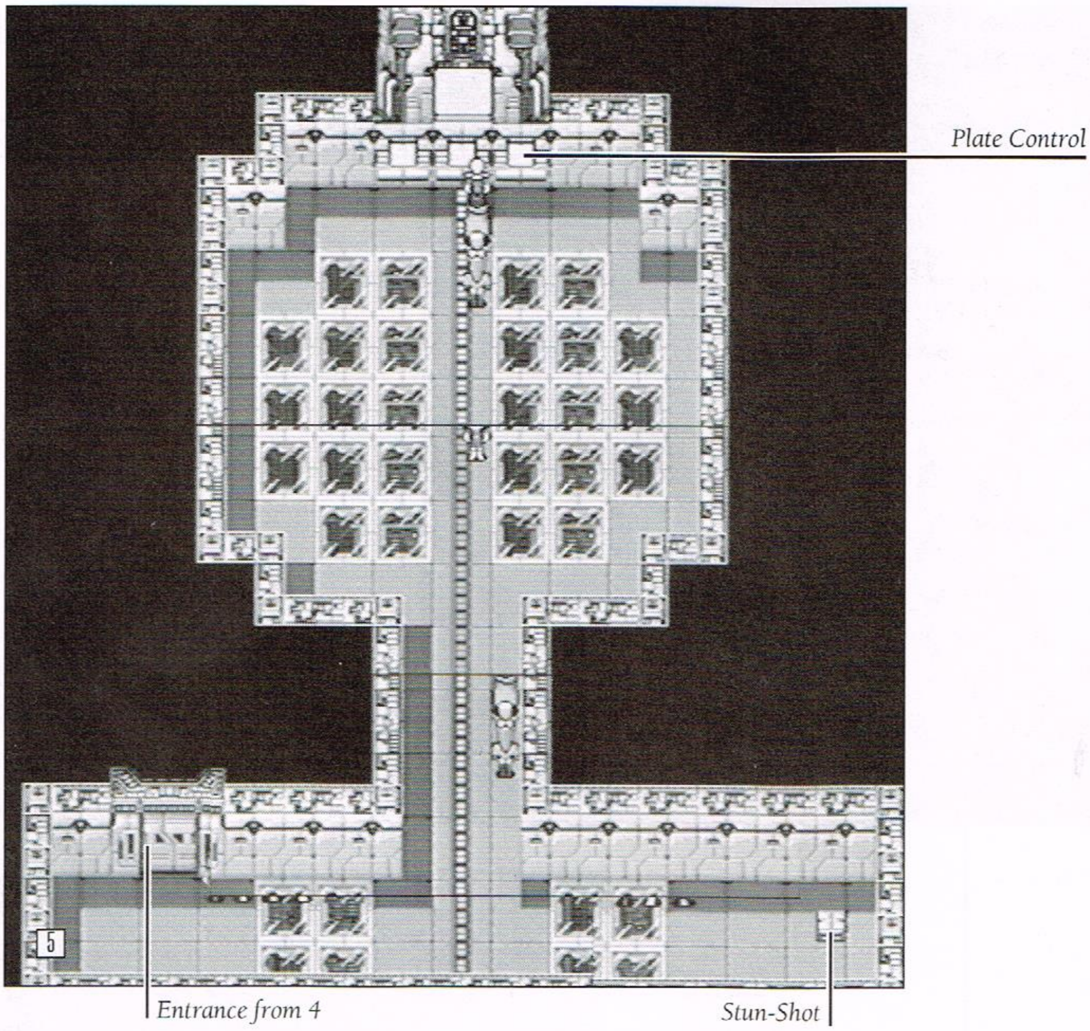
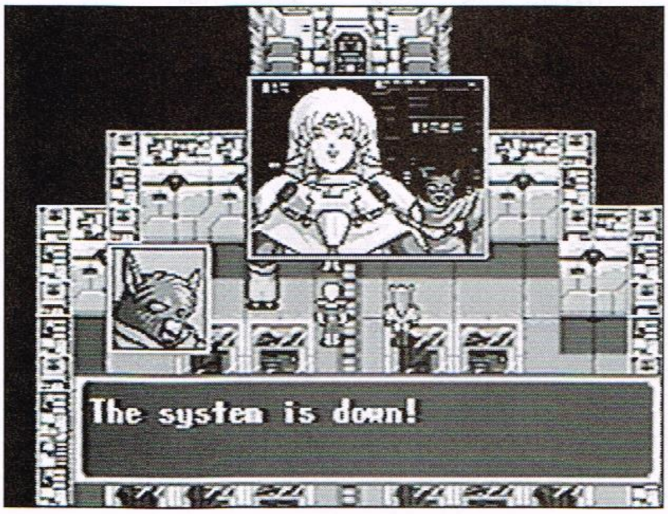
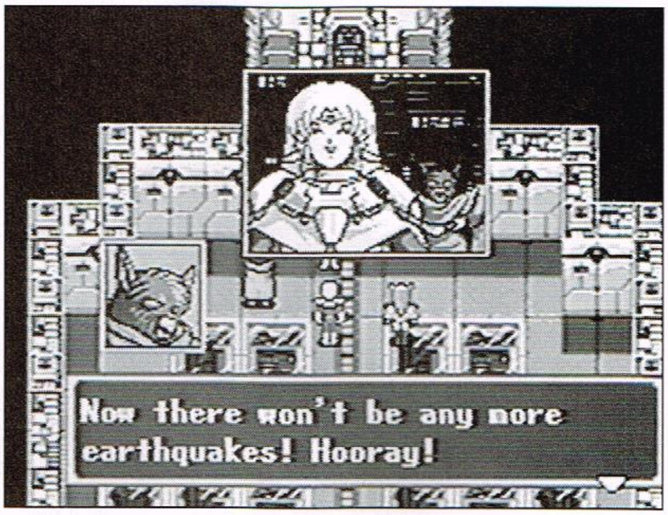


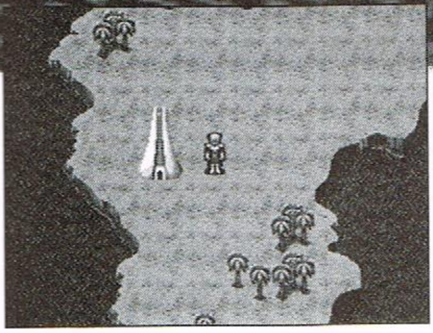
Plate Control
5
Entrance from 4
Stun-Shot


The systen is down!


Now there won't be any nore earthquakes! Hooray!

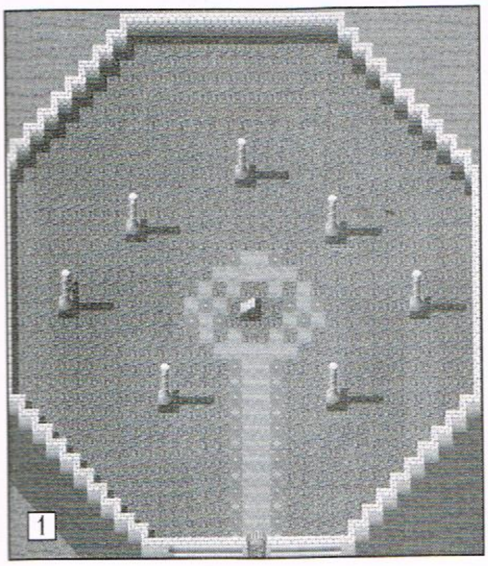
☆ Once you get there, shutting down the Plate Center is no big deal, but it makes Demi very happy.

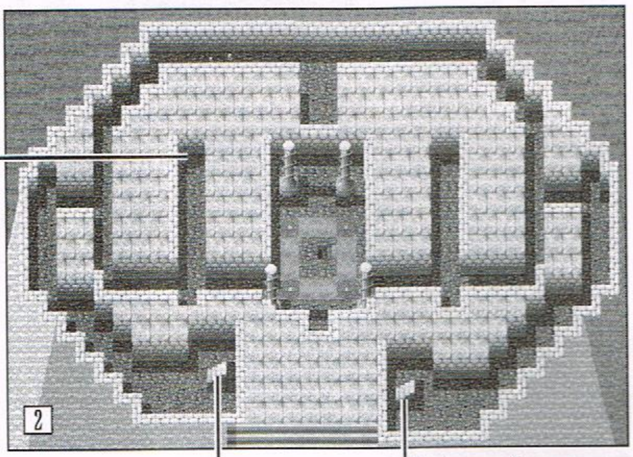
Ladea Tower

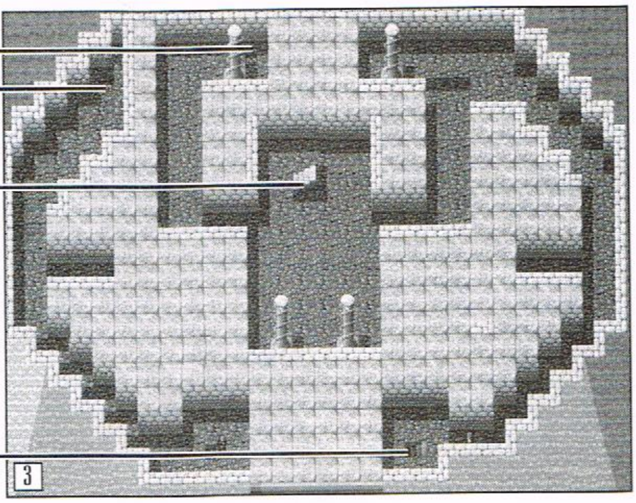


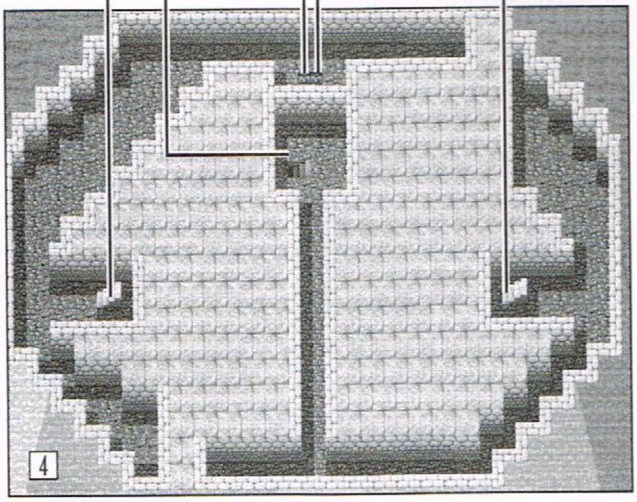
★ The Ladea Tower is located south of Termi. You'll find Rune here.

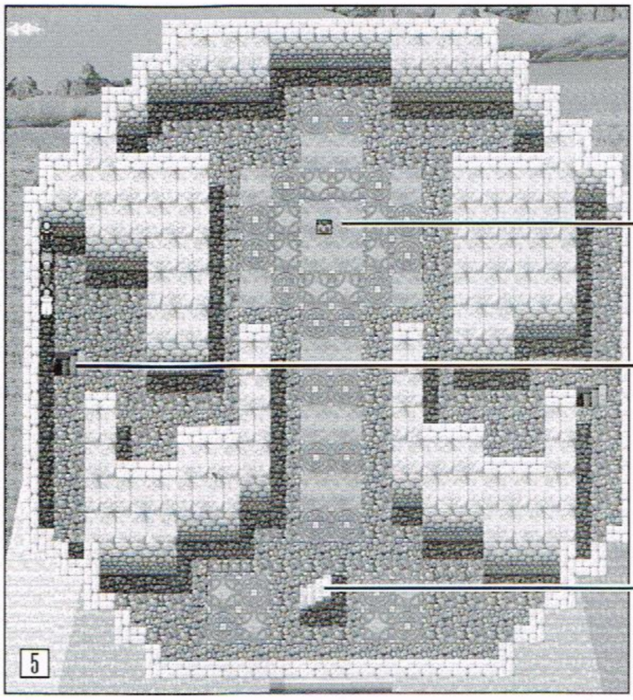
The Ladea Tower is a relic from ancient times and is inhabited by the some of the most fearsome monsters yet. Rune has been exploring here, looking for something left a long time ago. Survive the Ladea Tower and you'll return ready to battle Zio because you'll have the Psycho-wand in hand.

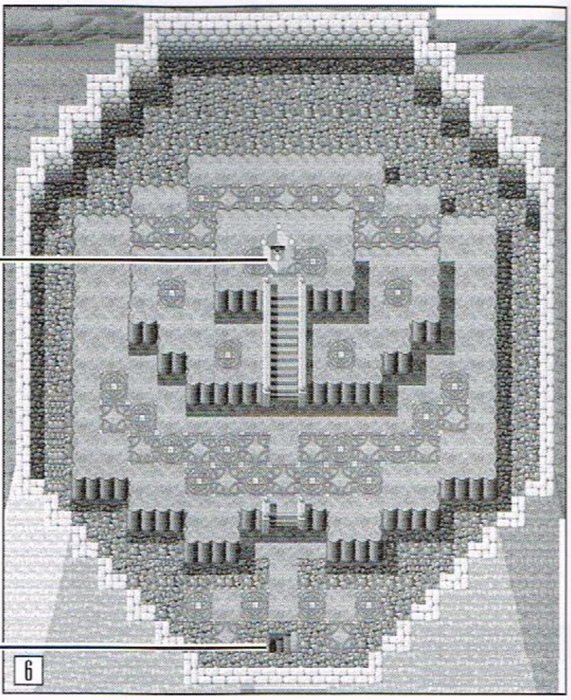


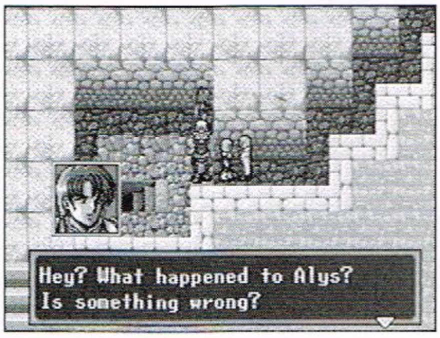

Dimate
2
Exit to 3
Entrance from 1


Escapipe
Star-Dew
Exit to 4
Entrance from 2
3

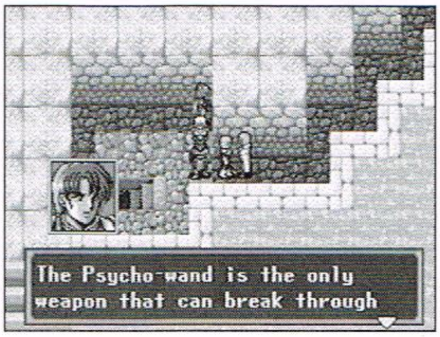

Entrance from 3
Exit to 5
Star-Dew
Escapipe
Exit to 5
4


Frademantl
Entrance from 4
Exit to 6
5

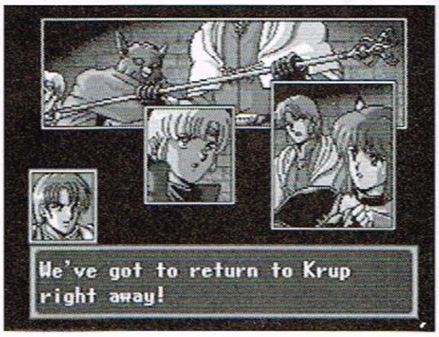

Psycho-wand
Entrance from 5
6


Hey? What happened to Alys?
Is something wrong?

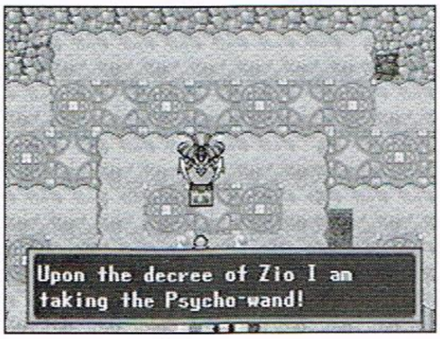
☆ Because he has been in the Tower, Rune has no idea of Alys' fate.

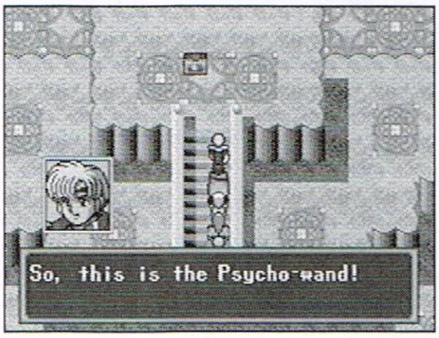

The Psycho-wand is the only
weapon that can break through

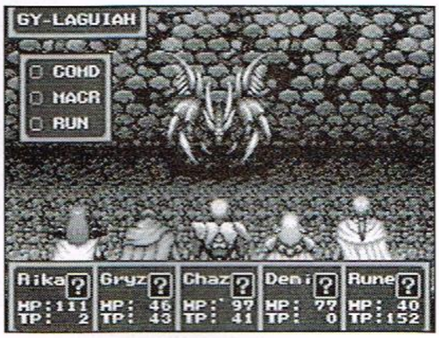
☆ The Psycho-wand can break through Zio's Magic Barrier, rendering your other attacks effective.


We've got to return to Krup
right away!

☆ Once you have the Psycho-wand, you are ready to battle Zio again. But first you must stop to see Alys.

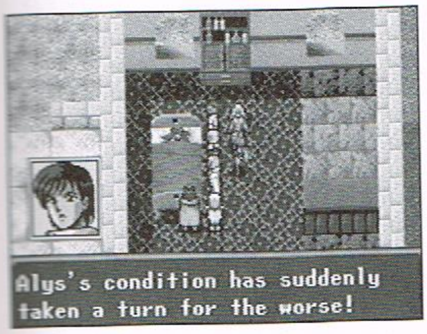

Upon the decree of Zio I am
taking the Psycho-wand!


So, this is the Psycho-wand!


GY-LAGUIAH
COMD
MACR
RUN
Rika HP: 111 TP: 2
Gryz HP: 46 TP: 43
Chaz HP: 97 TP: 41
Demi HP: 77 TP: 0
Rune HP: 40 TP: 152

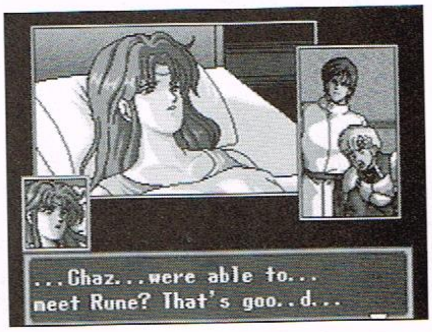
☆ Zio is no fool. He knows what the Psycho-wand can do, and he's sent his creature to fetch it.

The Death of Alys

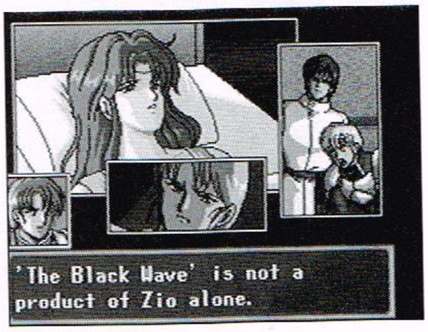


Alys's condition has suddenly taken a turn for the worse!

★ While you have obtained the Psycho-wand, Alys has taken a turn for the worse. The Black Energy Wave is too much for her to bear. Her part in this adventure ends here.

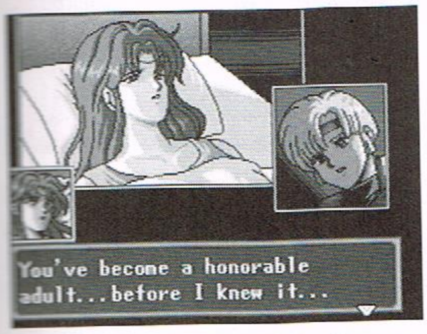


...Chaz...were able to... meet Rune? That's goo..d...



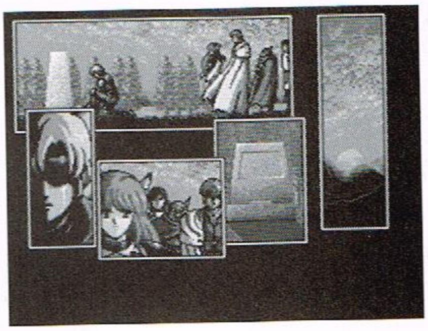
'The Black Wave' is not a product of Zio alone.

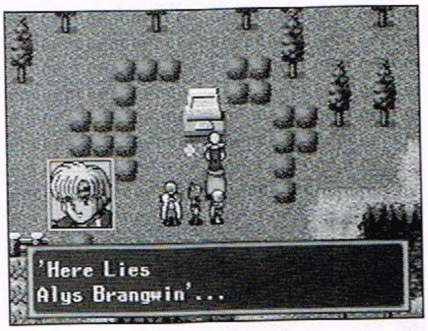
★ Alys' last moments reveal that the Black Energy Wave comes from more than just Zio. A greater, darker power is behind him.



You've become a honorable adult...before I knew it...

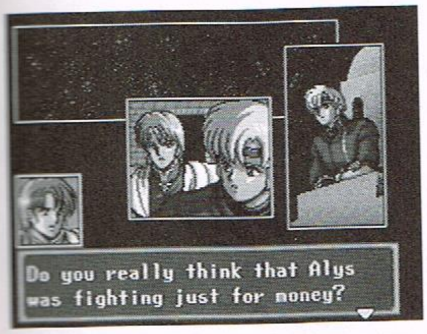
★ Her words set Chaz on the path to manhood — and to an ultimate battle between good and evil.



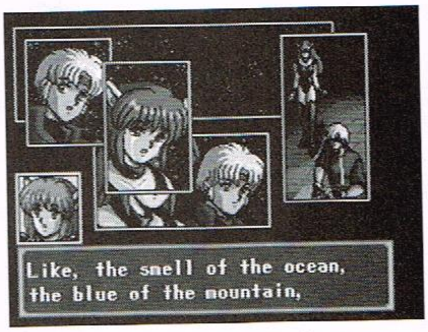


'Here Lies Alys Brangwin'...

★ Alas, Alys Brangwin, rest in peace.



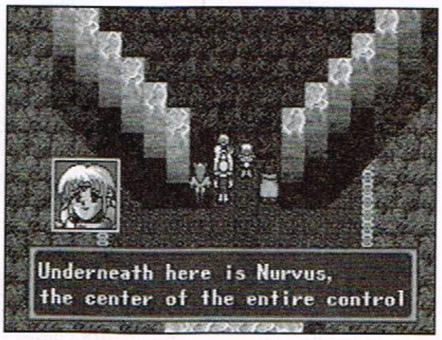
Do you really think that Alys was fighting just for money?



Like, the smell of the ocean, the blue of the mountain,

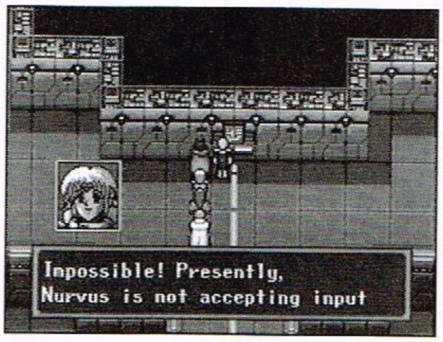
★ Before Chaz can go on, he must come to the realization that he is fighting for more than just Meseta. The fundamental freedom of life is at stake. It takes Rika, who has spent most of her life below ground, to make him appreciate the things around him.

Zio's Fort: Nurvus



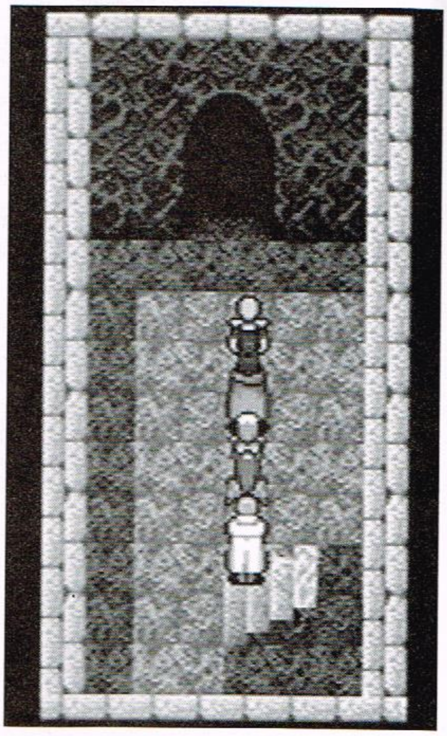
Underneath here is Nurvus,
the center of the entire control

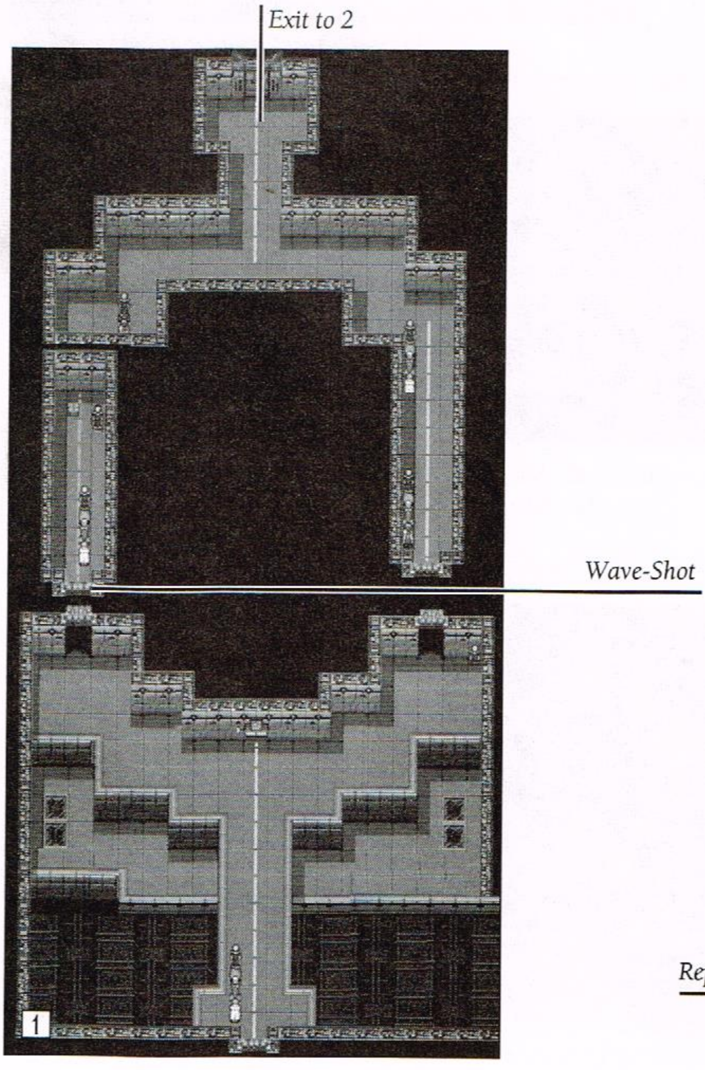
★ Nurvus lies under Zio's Fort. It is an ancient computer center for the planet Motavia.



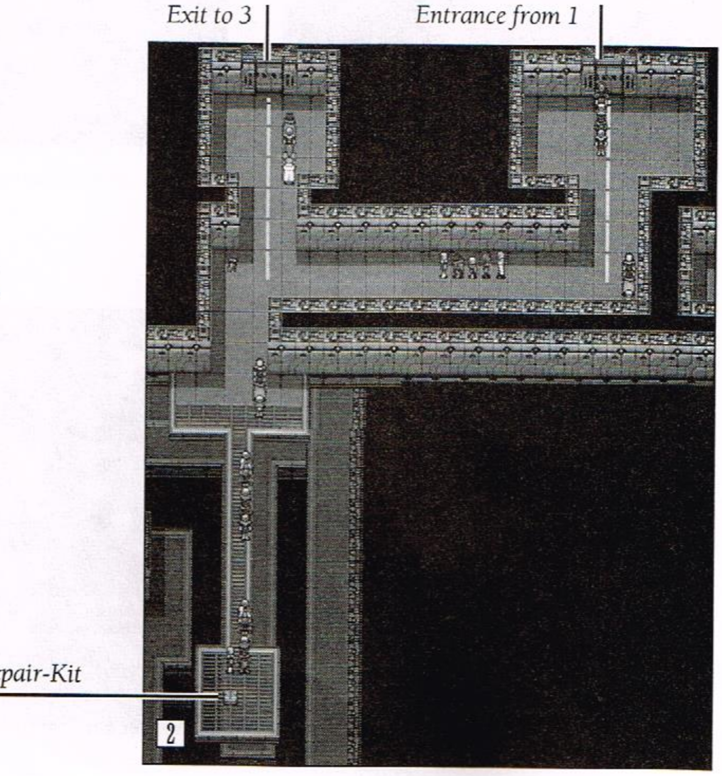
Inpossible! Presently,
Nurvus is not accepting input

★ Nurvus is locked out. You can't control it, so you must find a way to shut it down.

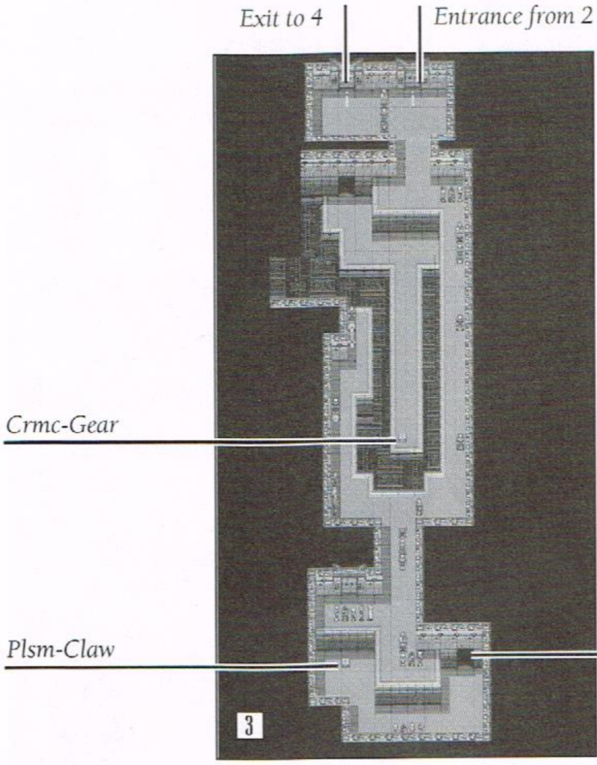


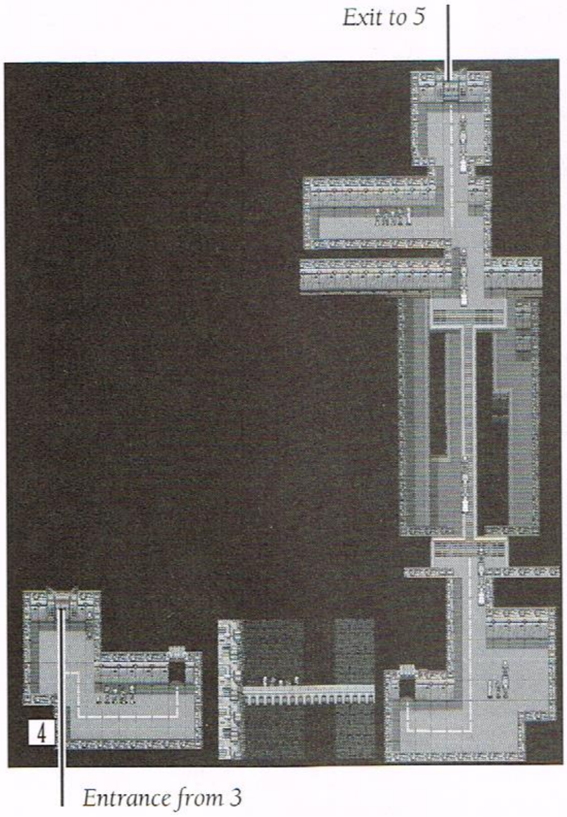


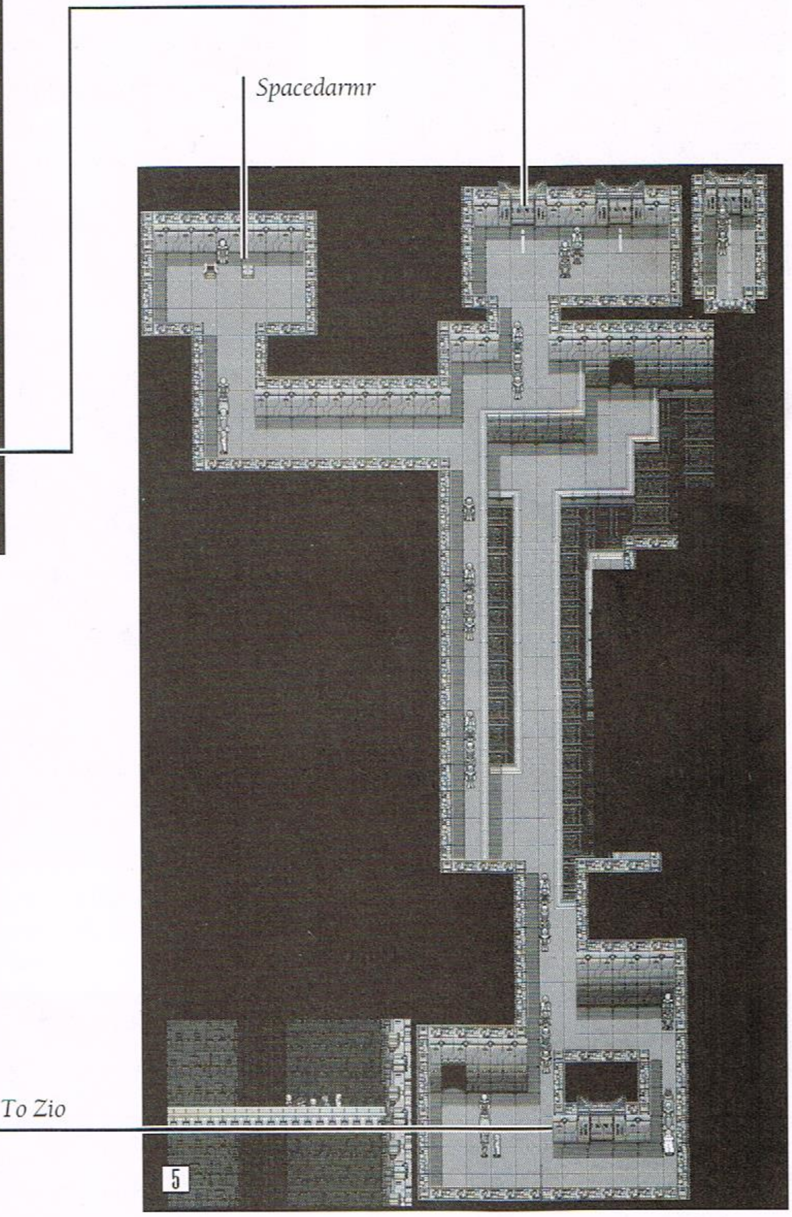
Exit to 2
Wave-Shot
1



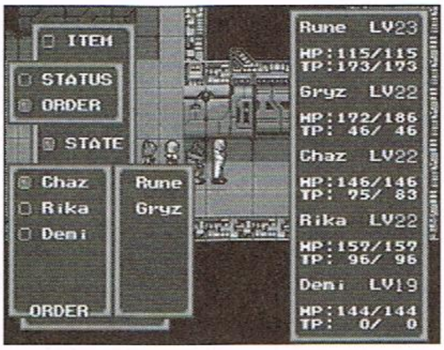
Exit to 3
Entrance from 1
Repair-Kit
2


Exit to 4
Entrance from 2
Crmc-Gear
Plsm-Claw
3

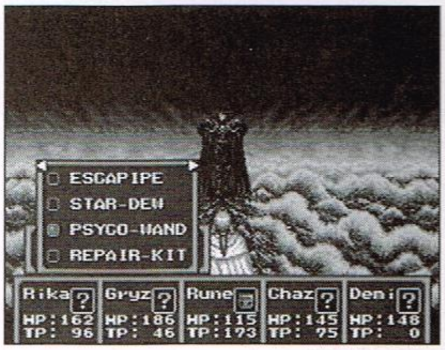

Exit to 5
4
Entrance from 3


Spacedarmr
To Zio
5

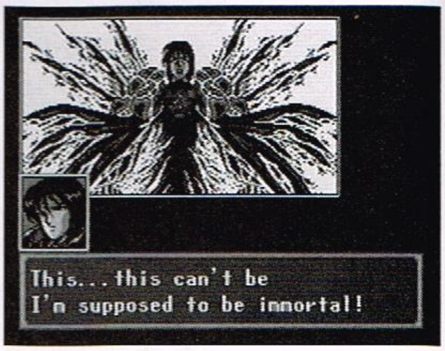
★ Once you reach Zio, you must use the Psycho-wand to hit him to bring down his Magic Barrier. Don't equip Rune with it. Lead your party with Rune, and use the Psycho-wand from your inventory as the first move of the battle. Follow it with Rika's Deban or Saner to bring up your defensive ability and agility. Then hit him with your most powerful attacks. Beat him, and you'll get more than 5,000 EP!


ITEM
STATUS
ORDER
STATE
Chaz
Rika
Demi
Rune
Gryz
ORDER
Rune LV23
HP:115/115
TP:173/173
Gryz LV22
HP:172/186
TP: 46/ 46
Chaz LV22
HP:146/146
TP: 75/ 83
Rika LV22
HP:157/157
TP: 96/ 96
Demi LV19
HP:144/144
TP: 0/ 0

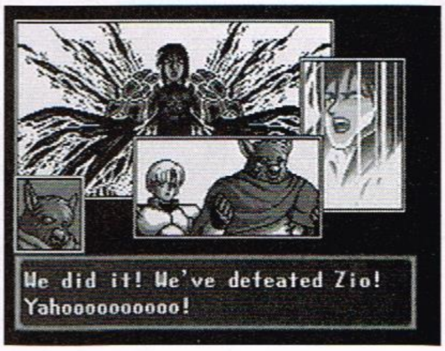
★ Be sure you lead with Rune before you enter the heart of Nurvus.


ESCAPIPE
STAR-DEW
PSYCO-WAND
REPAIR-KIT
Rika
HP:162
TP: 96
Gryz
HP:186
TP: 46
Rune
HP:115
TP:173
Chaz
HP:145
TP: 75
Demi
HP:148
TP: 0

★ Use the Psycho-wand from inventory as your opening battle move.

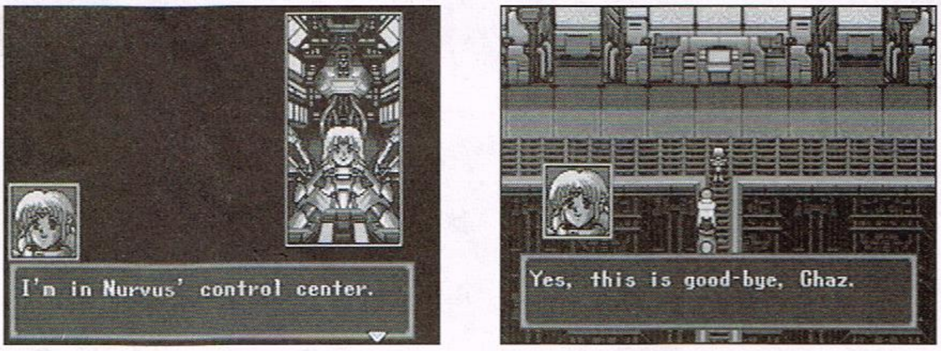


This... this can't be
I'm supposed to be immortal!



We did it! We've defeated Zio!
Yahoooooooooo!

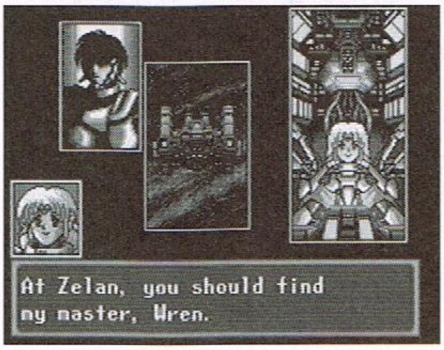
★ Zio is more than a little surprised when you beat him.



I'm in Nurvus' control center.

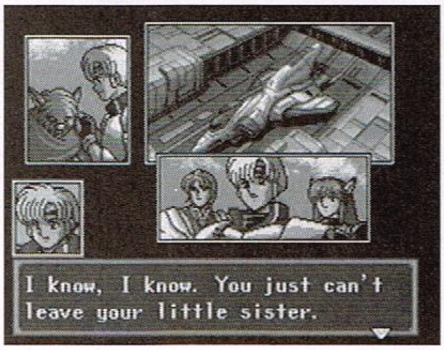
Yes, this is good-bye, Chaz.

★ After Zio is defeated, Demi becomes part of the system to keep Motavia under control. She learns that the space stations that control the biofunctions of all three planets are out of control. The next place you must go is Space Station Zelan. Demi has a ship ready for you.



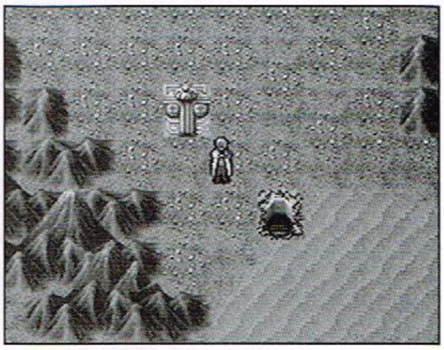
At Zelan, you should find
my master, Wren.

★ Wren, a very powerful android, is the next character you must find. Search Zelan.



I know, I know. You just can't
leave your little sister.

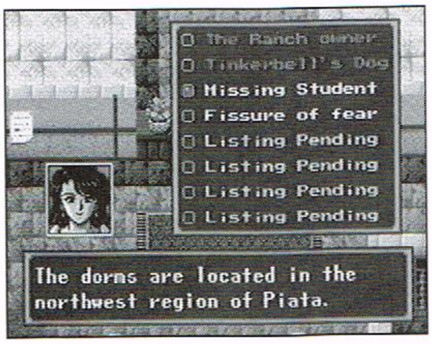
★ Griz is distraught at the thought of leaving his sister to go search the stars. He stays behind, leaving you ready to add a new member to your party.



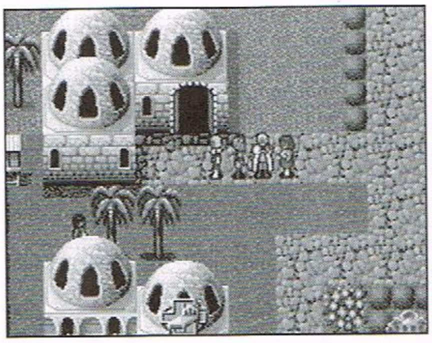
★ After you leave Nurvus, it becomes a space port. You can return here anytime for a free recharge of your HP and MP.

Side Quest 3: The Missing Student

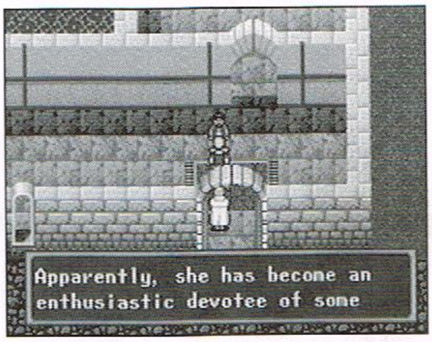
Before you go running off to the stars, you should check back at the Hunter's Guild. It seems that a few new jobs have appeared; jobs that could net you some extra Meseta or more powerful weapons and armor.


☐ The Ranch owner
☐ Tinkerbell's Dog
● Missing Student
☐ Fissure of fear
☐ Listing Pending
☐ Listing Pending
☐ Listing Pending
☐ Listing Pending

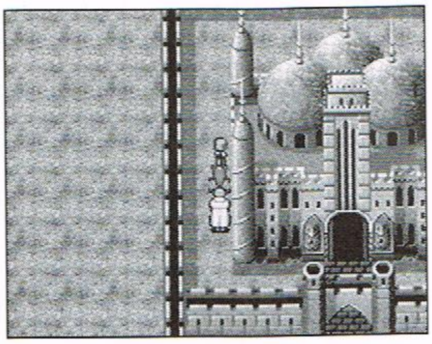
The dorms are located in the northwest region of Piata.



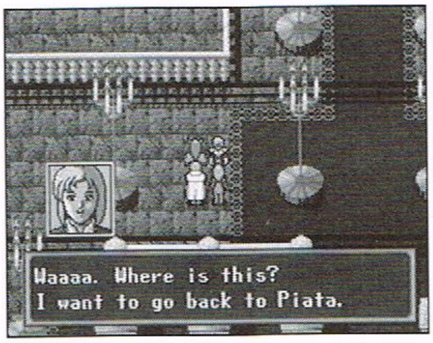
★ It seems a student has been missing from the University. Ryuka to Piata and enter the dorm for more details.


Apparently, she has become an enthusiastic devotee of some

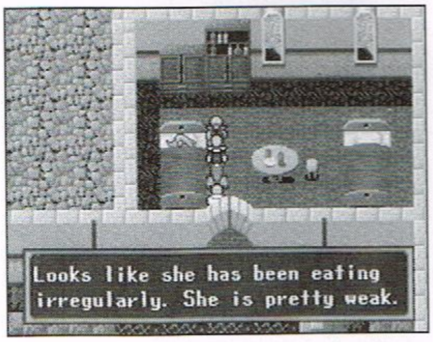
★ The dorm master will inform you that the girl ran off to join some religious cult. Think Zio is involved? Remember any fanatics rolling in the aisles in any temples?



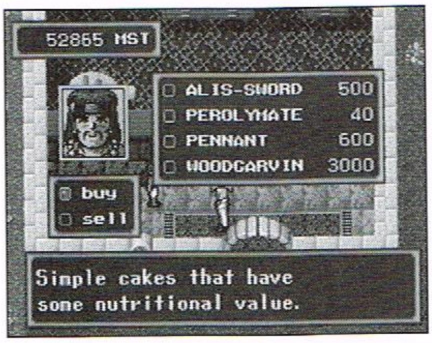
★ After you Ryuka to Kadary, go to the temple and look inside.


Waaaa. Where is this?
I want to go back to Piata.

★ There she is. But homesickness is the least of her problems. Don't be surprised when she passes out.


Looks like she has been eating irregularly. She is pretty weak.

★ She has been starving and needs a special nutritional supplement to regain her health. Where have you seen something that appears useless but might fit the bill? Try a souvenir shop!

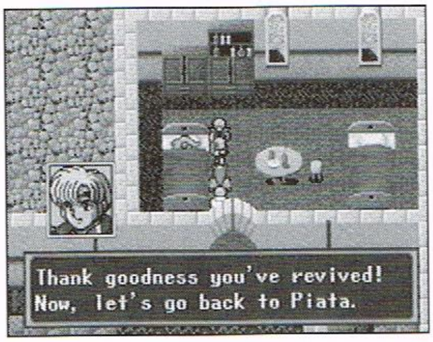

52865 MST

☐ ALIS-SWORD	500
☐ PEROLYMATE	40
☐ PENNANT	600
☐ WOODCARVIN	3000

● buy
☐ sell

Simple cakes that have some nutritional value.

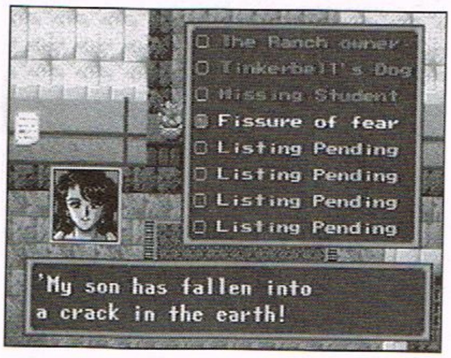
★ Ryuka to Termi and visit the souvenir store devoted to Alis Landale. Purchase an item called Perolymate, a nutritional cake. Then go back to Kadary and use the cake.


Thank goodness you've revived!
Now, let's go back to Piata.

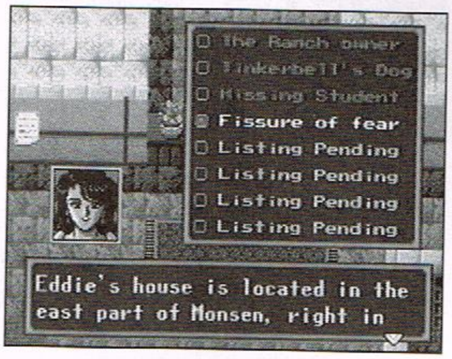
★ After she is revived, have a final word with the dorm master in Piata, then go to the Hunter's Guild and collect a few thousand Meseta. There's another job waiting.

Side Quest 4: Fissure of Fear

When you shut down the Plate Center, you ended the earthquakes.
But there is still the destruction the quakes left: damaged houses and deep trenches in the ground.
This quest takes you into the heart of the danger zone to rescue a little boy.

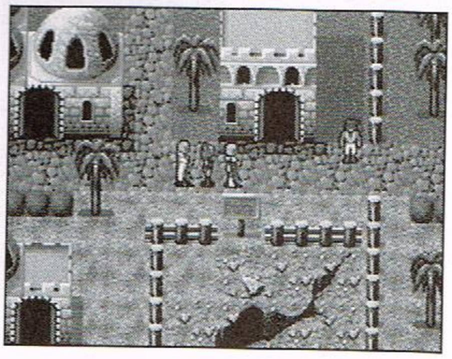

The Ranch owner
Tinkerbell's Dog
Missing Student
Fissure of fear
Listing Pending
Listing Pending
Listing Pending
Listing Pending

'My son has fallen into a crack in the earth!

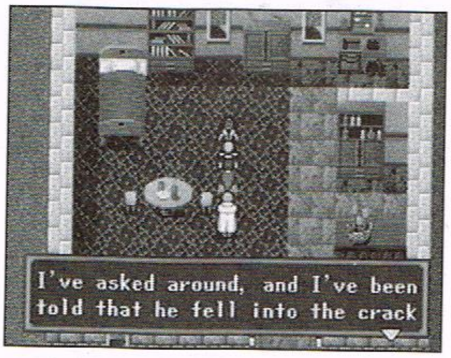

The Ranch owner
Tinkerbell's Dog
Missing Student
Fissure of fear
Listing Pending
Listing Pending
Listing Pending
Listing Pending

Eddie's house is located in the east part of Monsen, right in

★ This quest takes you to Monsen. You might remember the big crack in the ground there. It was closed off. But you know how kids are.

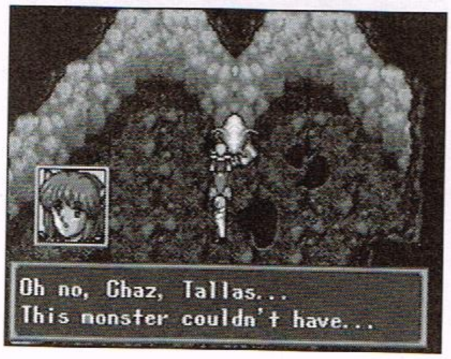


★ You'll find the house right across the street from the fissure.

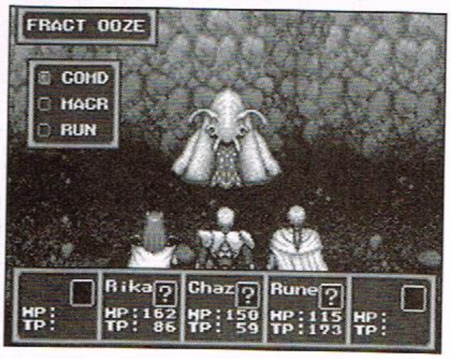


I've asked around, and I've been told that he fell into the crack

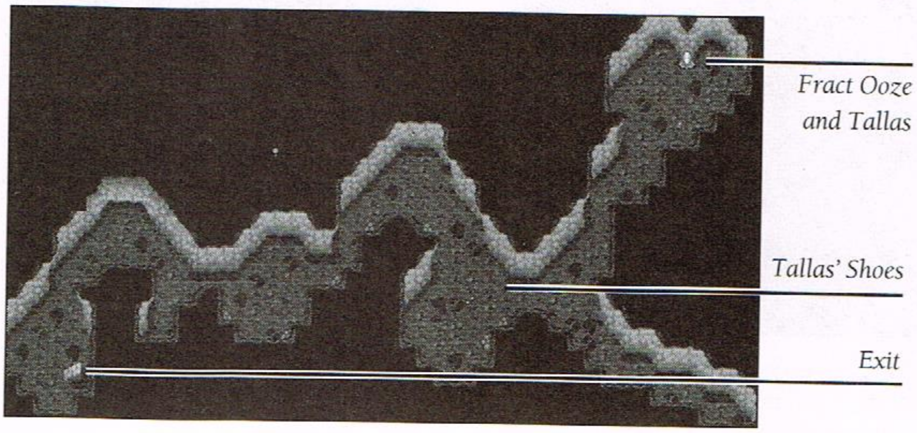
★ The boy's mother will let you know what happened to Tallas. Go into the fissure and get him.



Oh no, Chaz, Tallas... This monster couldn't have...


FRACT OOZE
COMD
MACR
RUN
HP:
TP:
Rika
HP:162
TP: 86
Chaz
HP:150
TP: 59
Rune
HP:115
TP:193
HP:
TP:

★ The first you see of Tallas is his shoes. Then you find out where he is hiding, or in this case, digesting. This oozing slug hits hard but is not too tough to beat. Slug it to the beasty to free Tallas and get 14,078EP.

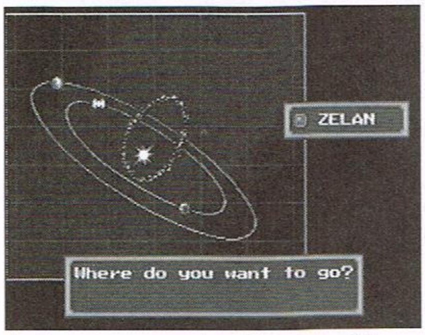

Fract Ooze
and Tallas
Tallas' Shoes
Exit

Is this the other side of the planet?

★ Tallas is a little confused once you set him free.

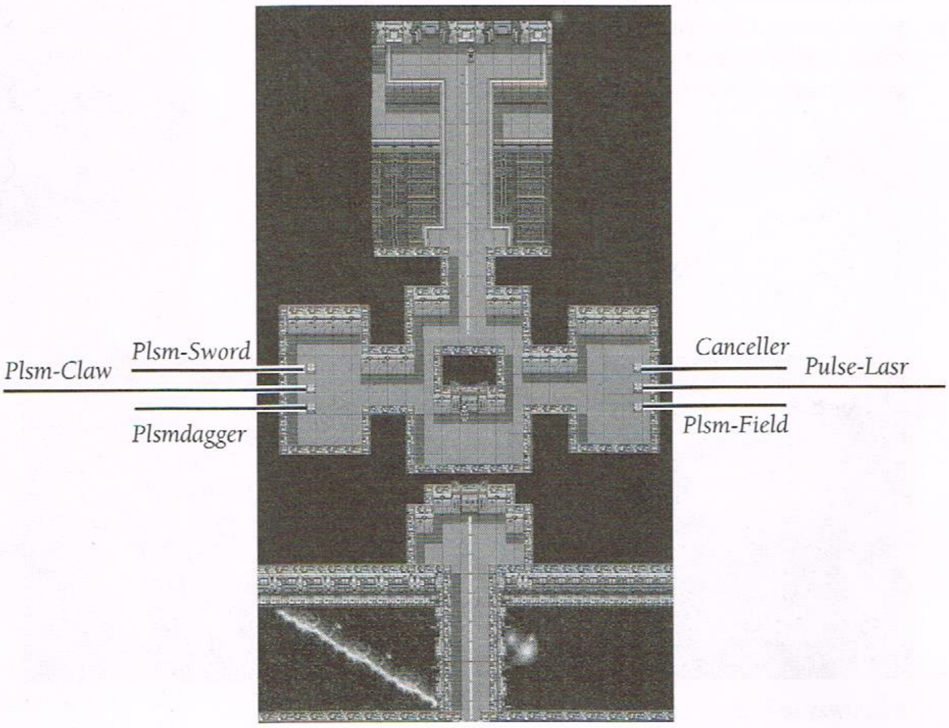
Space Station Zelan

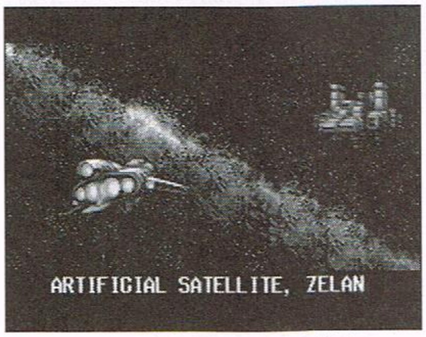
Once you have set the little feller free, you can resume your adventure to the stars. If you Ryuka to Kadary, you can hoof it to the space station and recharge your HP and MP before heading out.



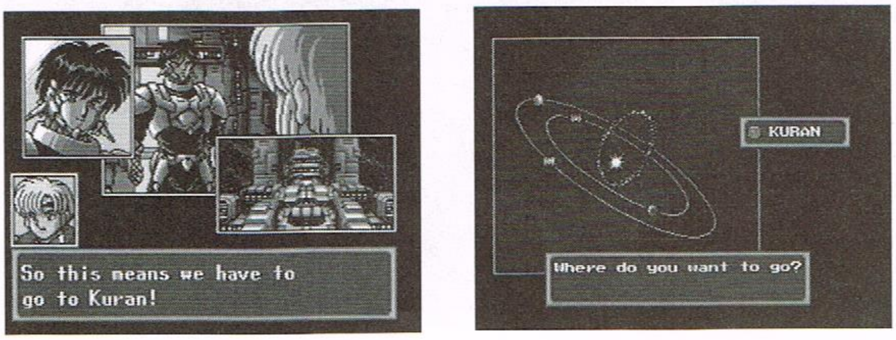
Where do you want to go?

★ Once you enter the ship, you will be asked to select your destination. More locations will be added as you progress in the game.



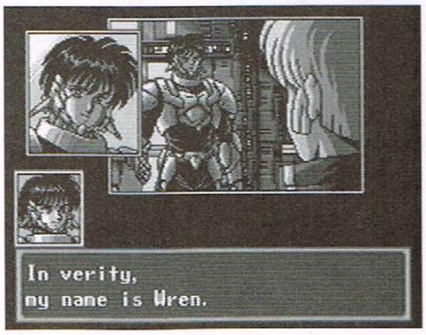

ARTIFICIAL SATELLITE, ZELAN

★ Your arrival at Zelan is very flashy.


So this means we have to go to Kuran!

Where do you want to go?

★ The source of Zelans' loss is Kuran, another satellite suffering strange maladies. It is your next planned destination.

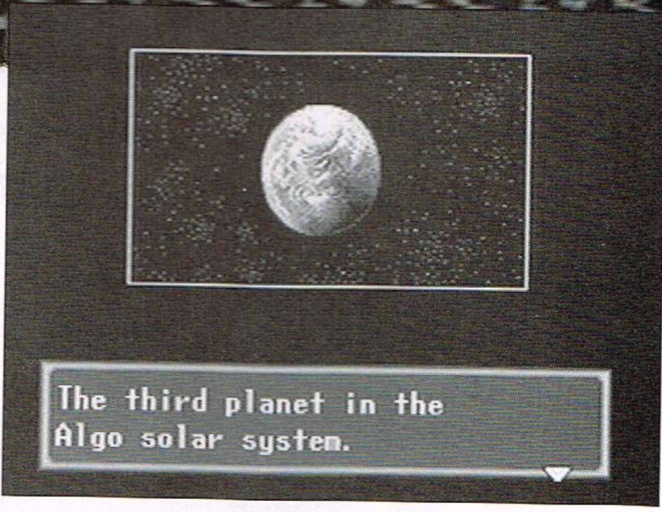

In verity, my name is Wren.

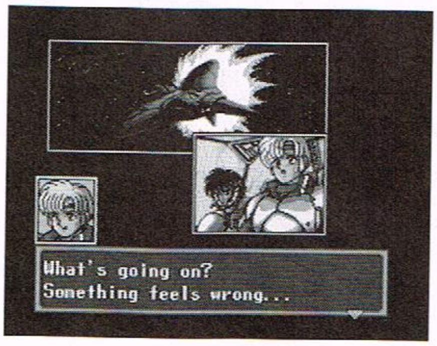
★ After finding powerful weapon and armor upgrades, you find Wren. He has been a mentor to Rika via radio for decades. He is versed in the relationship between the satellites and the other planets. Zelan, his satellite, is losing power.

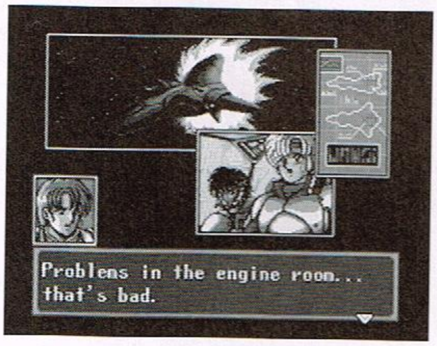
A Detour to Dezolis

☆ Dezolis is the third planet in the Algo System. It is a planet of ice and snow.

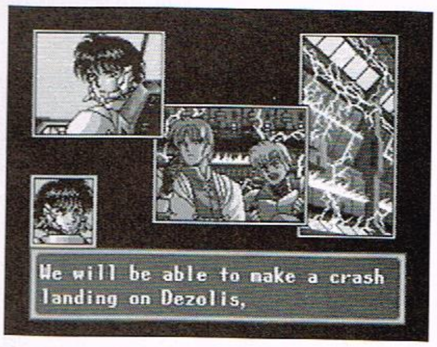
Don't ever go flying around the universe in a space ship that hasn't had its oil changed for 1,000 years! You never know what's going to happen or who's going to be hidden in the cargo hold. Needless to say, you have problems, and you're going to have to make an unexpected stop.


The third planet in the Algo solar system.

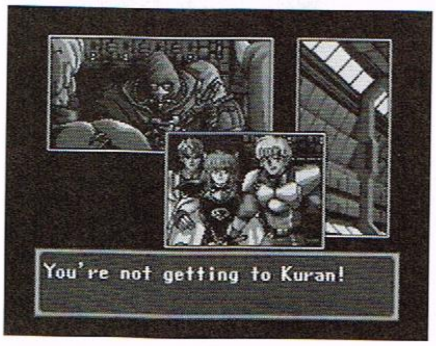

What's going on?
Something feels wrong...

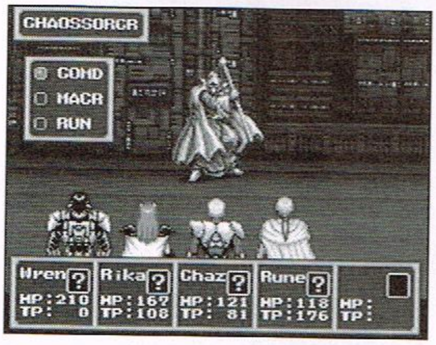

Problems in the engine room...
that's bad.

☆ Halfway to Kuran you begin to experience engine problems.

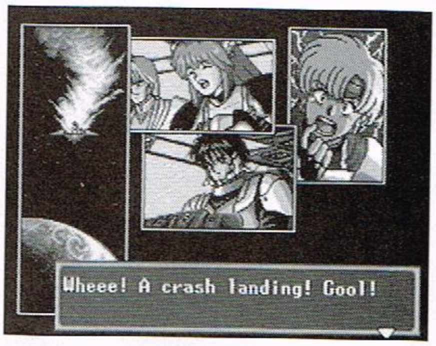

We will be able to make a crash landing on Dezolis,

☆ Even with the enemy defeated, you're going down. Wren can get you to Dezolis.

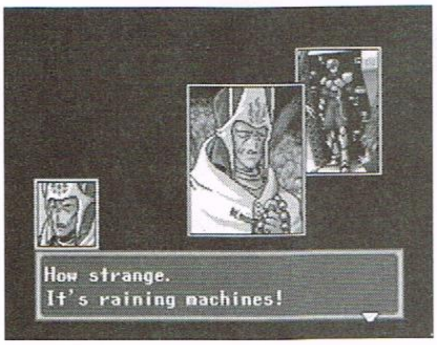

You're not getting to Kuran!



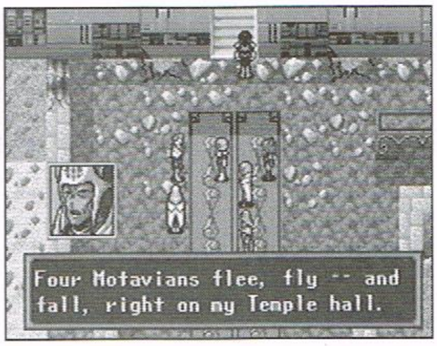
☆ You have a surprise stowaway. It means to keep you from Kuran, whatever the cost. Beat the Chaos Sorcerer and you get 4,595EP plus some Meseta.


Wheee! A crash landing! Cool!

☆ The humans are frightened of a crash. Rika thinks it will be a pretty fun ride.

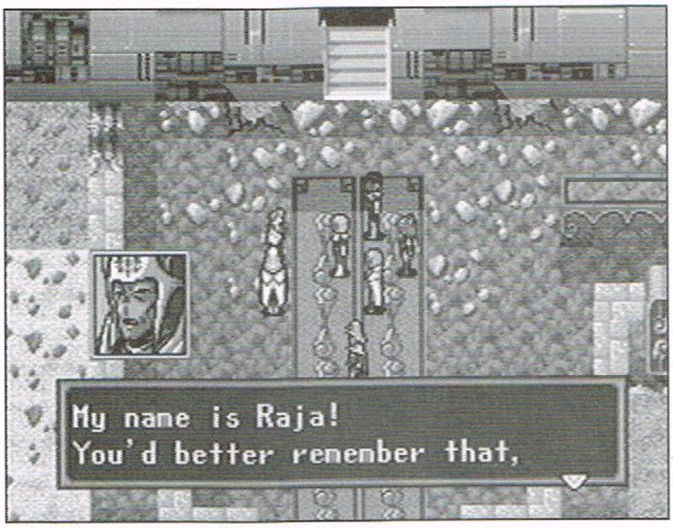


How strange.
It's raining machines!



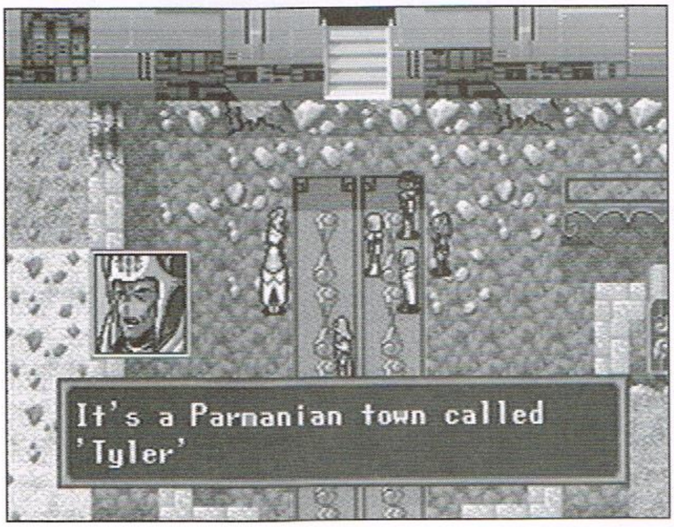
Four Motavians flee, fly -- and
fall, right on my Temple hall.

★ The Dezolians are green. Very green. And they have a weird sense of humor, even when you land on their temple.



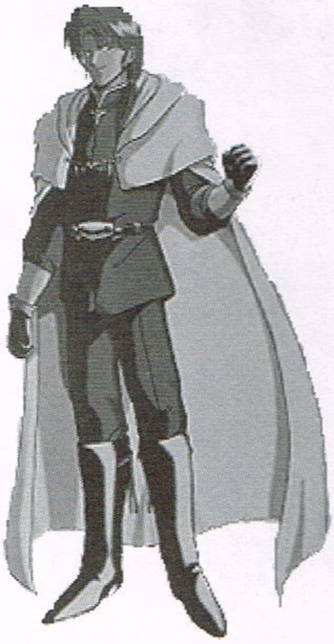
My name is Raja!
You'd better remember that,

★ Raja is a wisecracking priest with some very impressive magic powers. He joins your party because your quest sounds interesting.



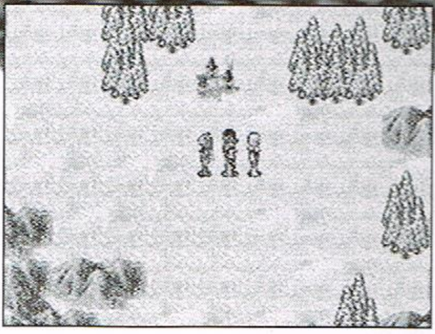
It's a Parnanian town called
'Tyler'

★ Raja knows of another ancient space ship. It is located in the human town of Tyler, northwest of this temple.



Ryuon

★ Before you head to Tyler, check out Ryuon. It is the village north of the Raja Temple. Talk to the inhabitants to learn more about Dezolian culture. Be sure to visit the Weapon and Armor Shops, and you should also make a stop in the tavern.



Weapons Available:

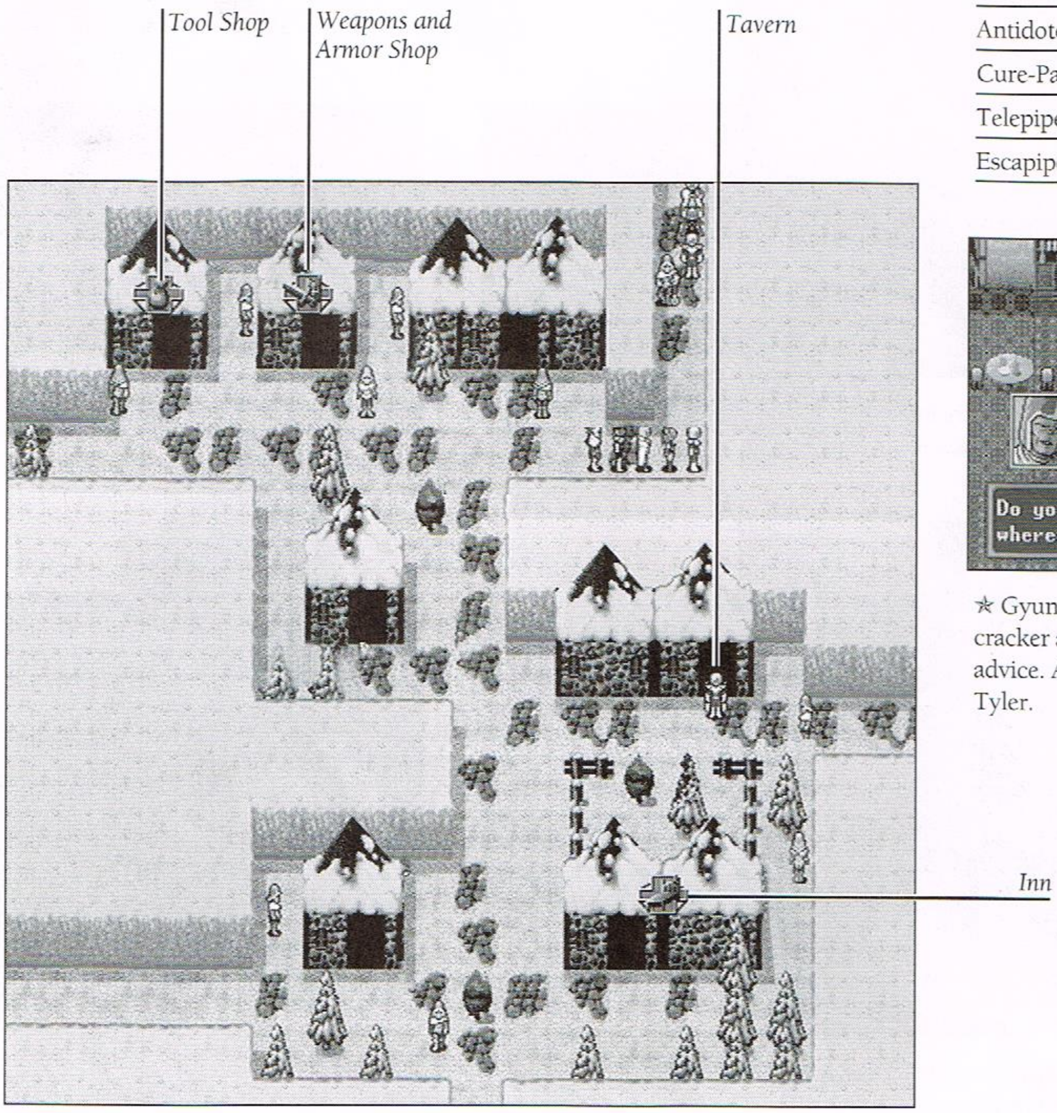
Force-Cane	2,500M
Silv-Rod	2,700M

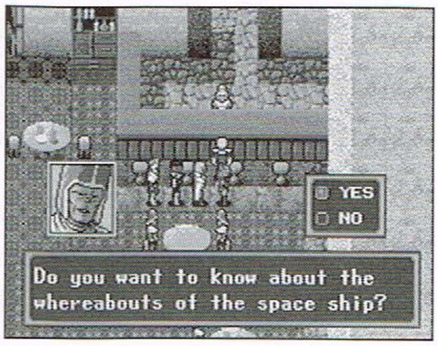
Armor Available:

Silv-Mantl	7,300M
Silvcirclt	3,000M

Tools Available:

Monomate	20M
Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

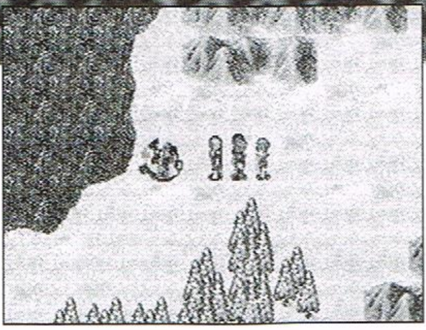




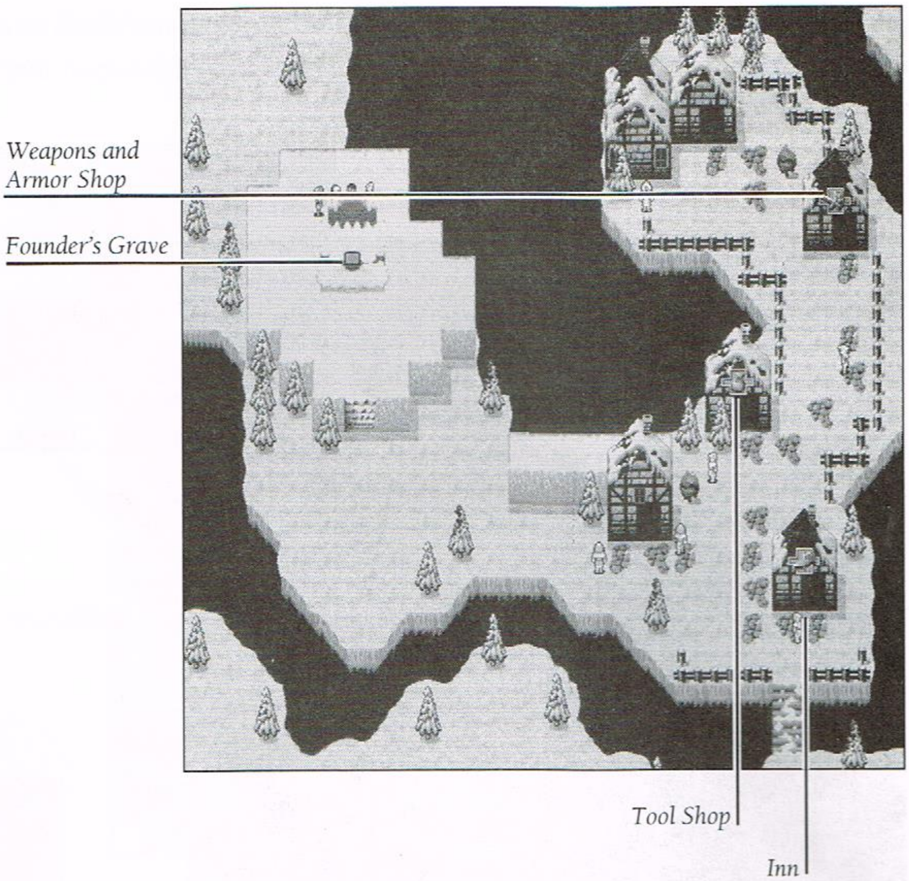
Do you want to know about the whereabouts of the space ship?

★ Gyuna the bartender is another wise-cracker and a friend of Raja's. He's full of advice. Ask him about the space ship in Tyler.

Tyler



★ Tyler is a human town sitting on the rim of a great chasm. This is where the first human settlers landed on Dezolis.



Weapons Available:

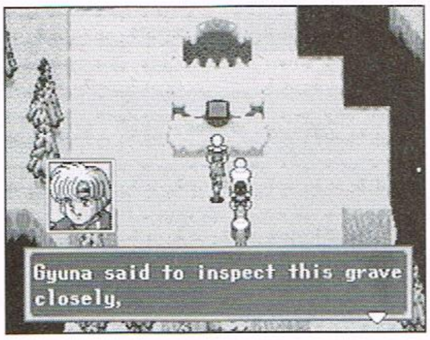
Crmc-Sword	3,600M
Crmc-Knife	1,600M
Silv-Rod	2,700M

Armor Available:

Silvcirclt	3,000M
Silv-Helm	3,800M
Silv-Crown	5,000M
Silv-Mail	13,200M
Silv-Mantl	7,300M
Silvshield	7,200M

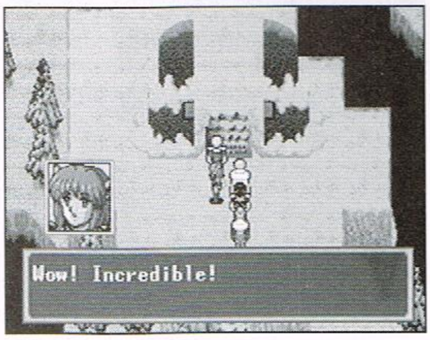
Tools Available:

Monomate	20M
Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M



Gyuna said to inspect this grave closely,

★ Take a close look at the grave. You will notice that something is amiss. Touch the inscription and the tomb will open to a cavern.

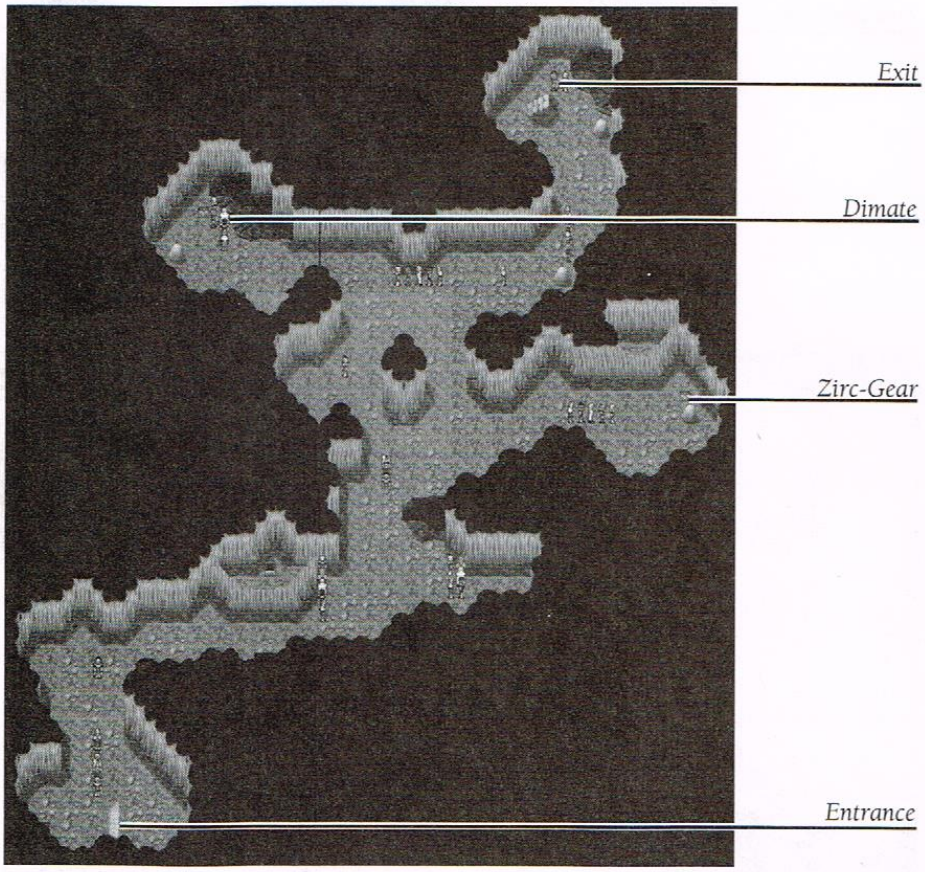


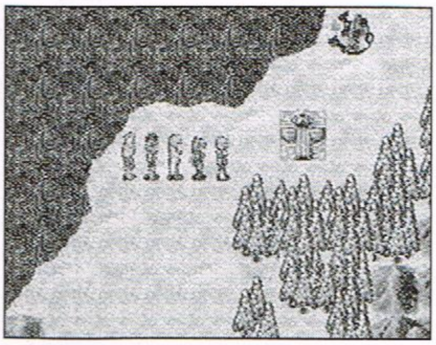
Wow! Incredible!

★ As usual, Rika takes delight in the little things around her.

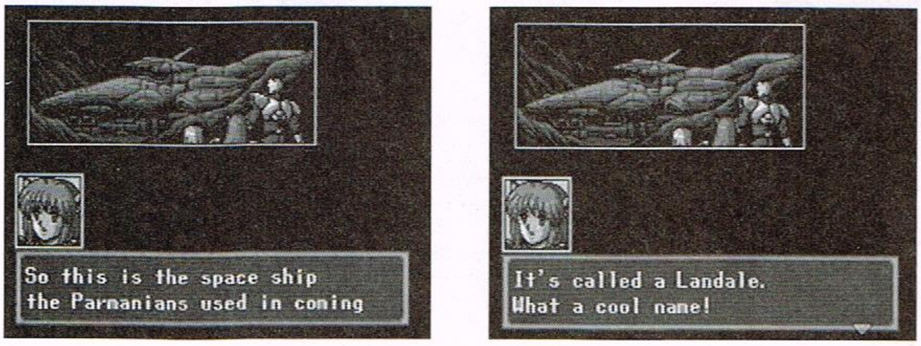
Tyler Cavern

The space ship is hidden in a cavern beneath Tyler. The cavern is filled with monsters, as are most dark places in the Algo System. The ship is named after Alis Landale, the first hero to battle the Dark Force. With this ship, you are prepared to go to Kuran.





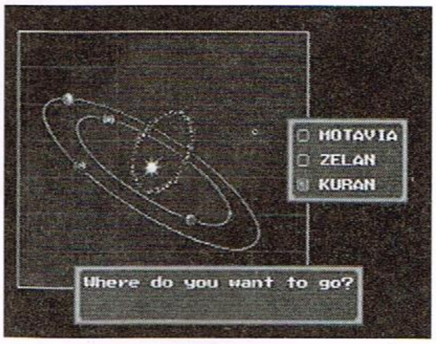
★ After you have obtained the ship, a space port will open up just south of Tyler.



So this is the space ship
the Parmanians used in coming

It's called a Landale.
What a cool name!

★ This ship will serve you for the rest of the game. Now you are riding in style.

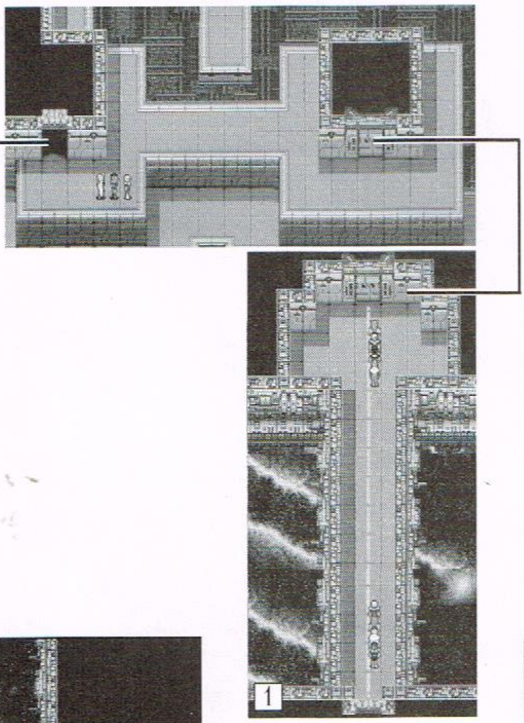


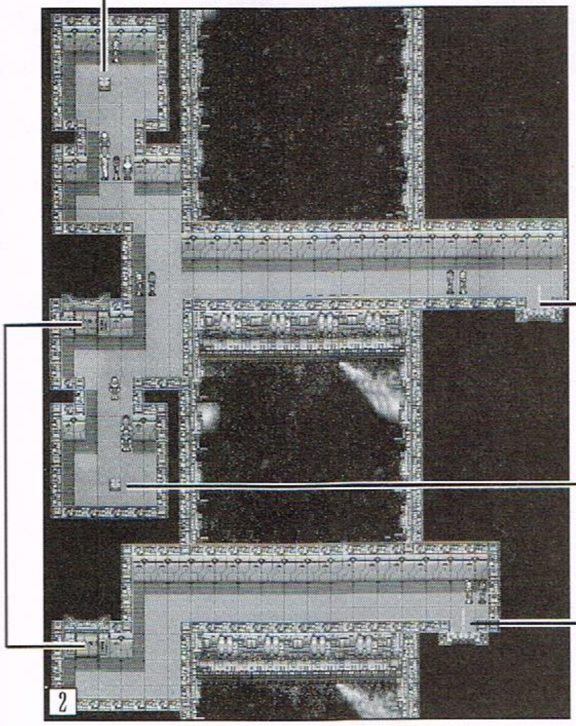
Where do you want to go?

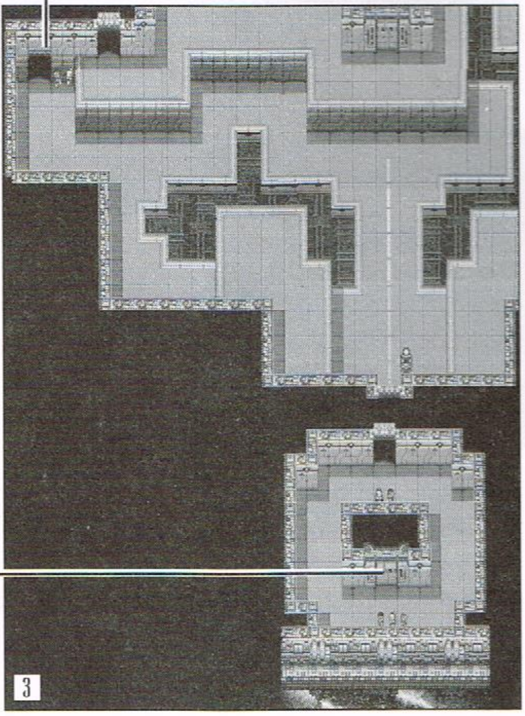
★ Next destination: Space Station Kuran.

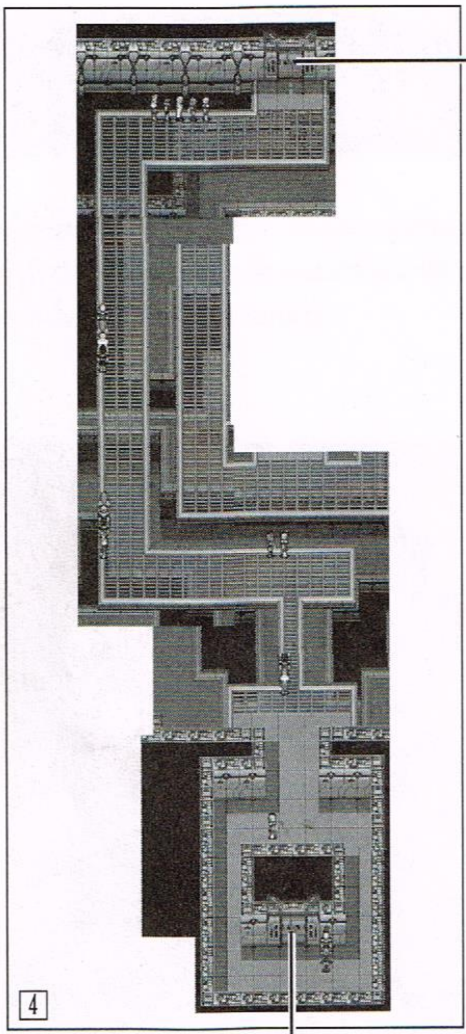
Space Station Kuran

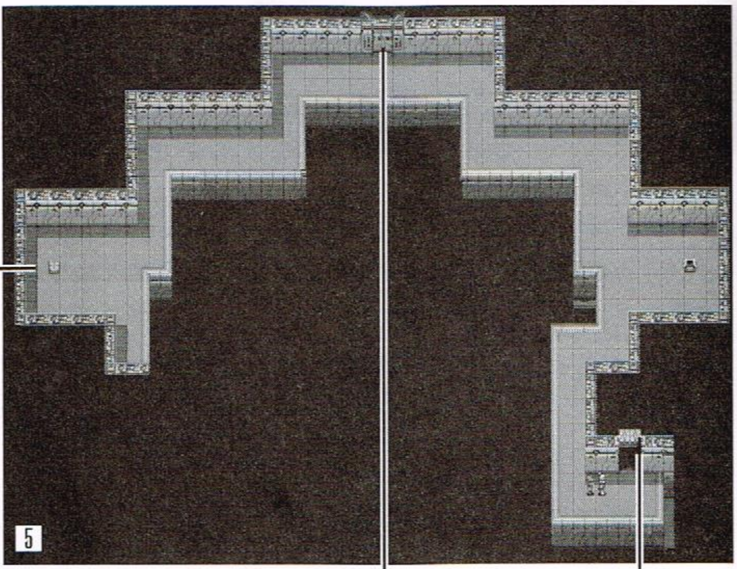
Kuran, the second space station in the Algo system, is the most dangerous and twisting complex you've yet encountered. The computer here will not respond to commands. You must find the central core and shut it down.

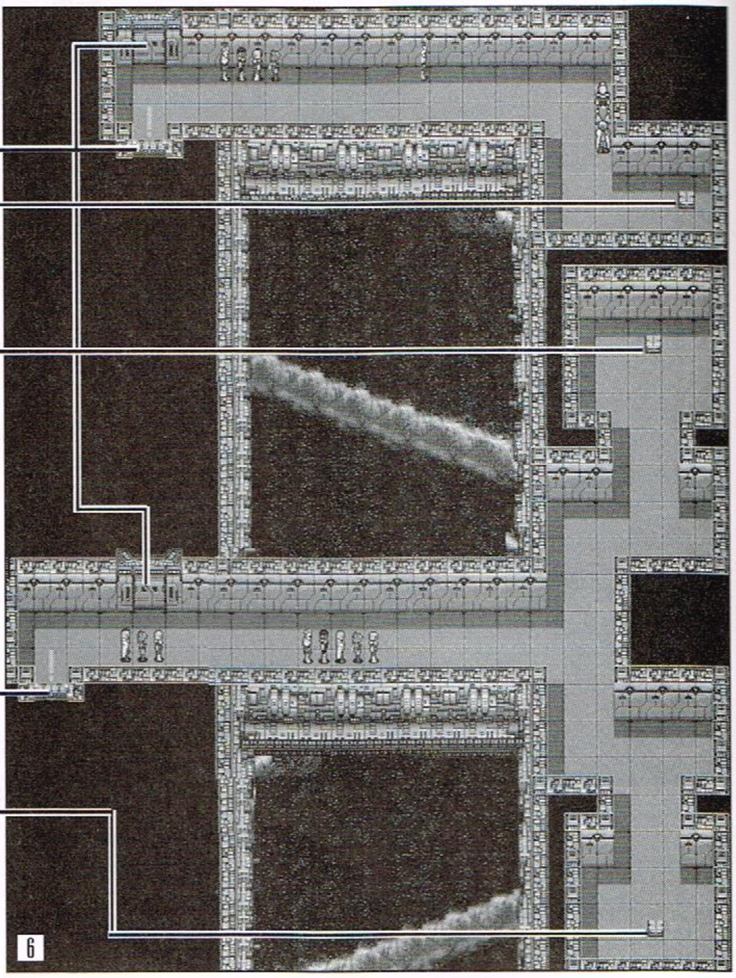


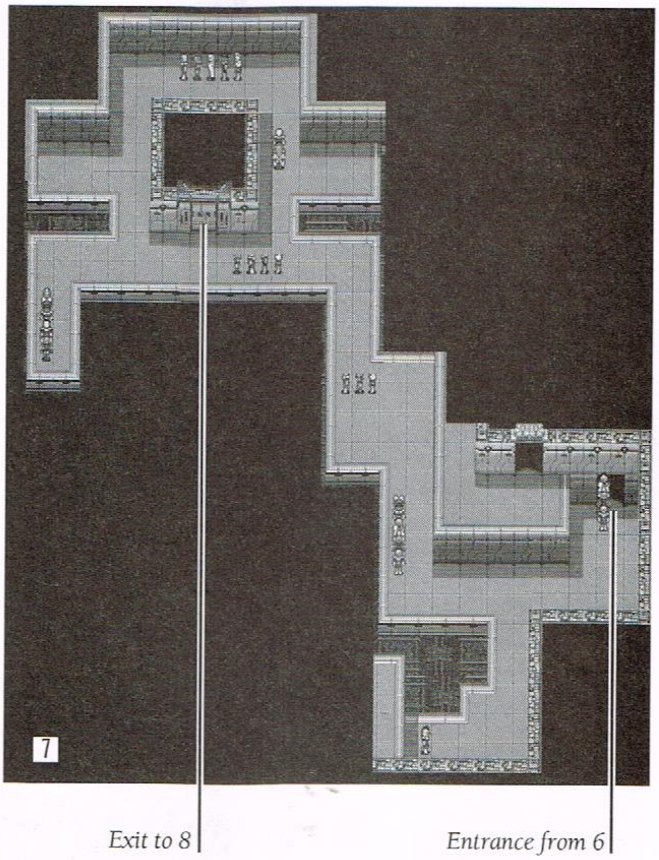

Hyper-Jammer
Entrance from 1
Repair-Kit
Exit to 3
2

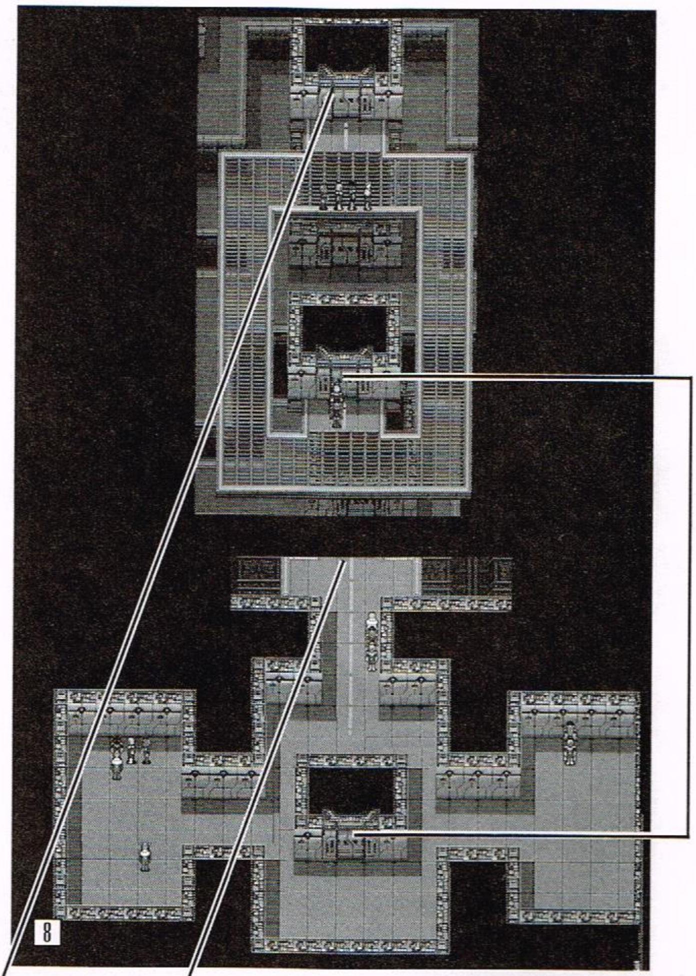

Entrance from 2
Exit to 4
3


Exit to 5
4
Entrance from 3

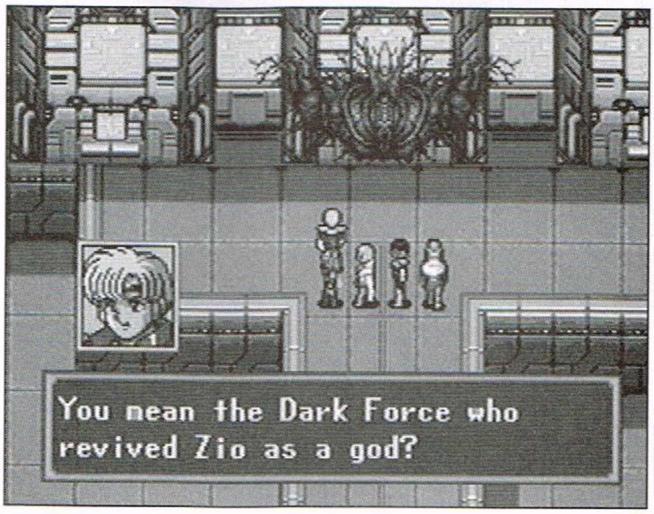

Zircoarmor
5
Entrance from 4
Exit to 6


Exit to 7
Napalmshot
3,000 Meseta
Entrance from 5
Repair Kit
6


7
Exit to 8
Entrance from 6


8

Entrance from 7
To Dark Force

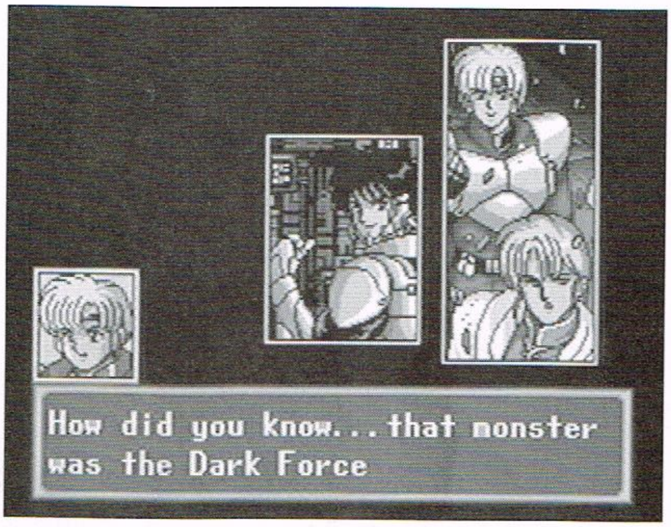

You mean the Dark Force who revived Zio as a god?

★ You'll find Dark Force spread across the computer core working its deadly black magic.

COMD
MACR
RUN

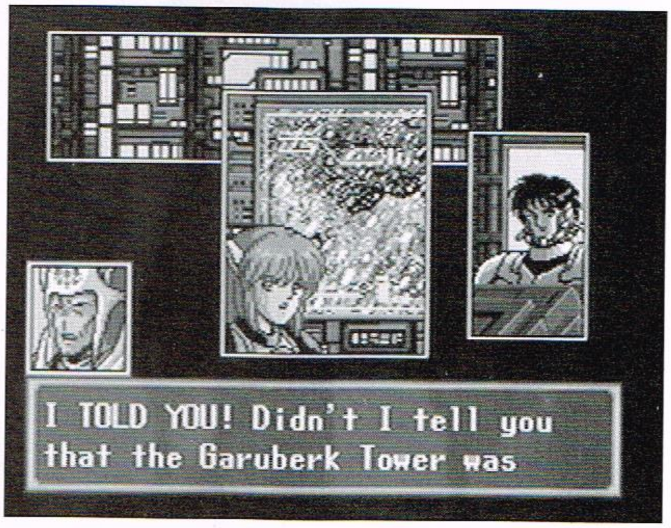
Wren HP:221 TP: 0
Rika HP:119 TP: 86
Chaz HP:147 TP: 95
Rune HP:127 TP:109
Raja HP:112 TP:134

★ Begin your attacks on Dark Force with Saner and Deban to increase your defense and agility. Try to deliver three attacks and one healing or defensive spell that affects your whole party per turn. Success could mean as much as 14,000EP, depending on how many characters have not been flatlined when the battle ends.



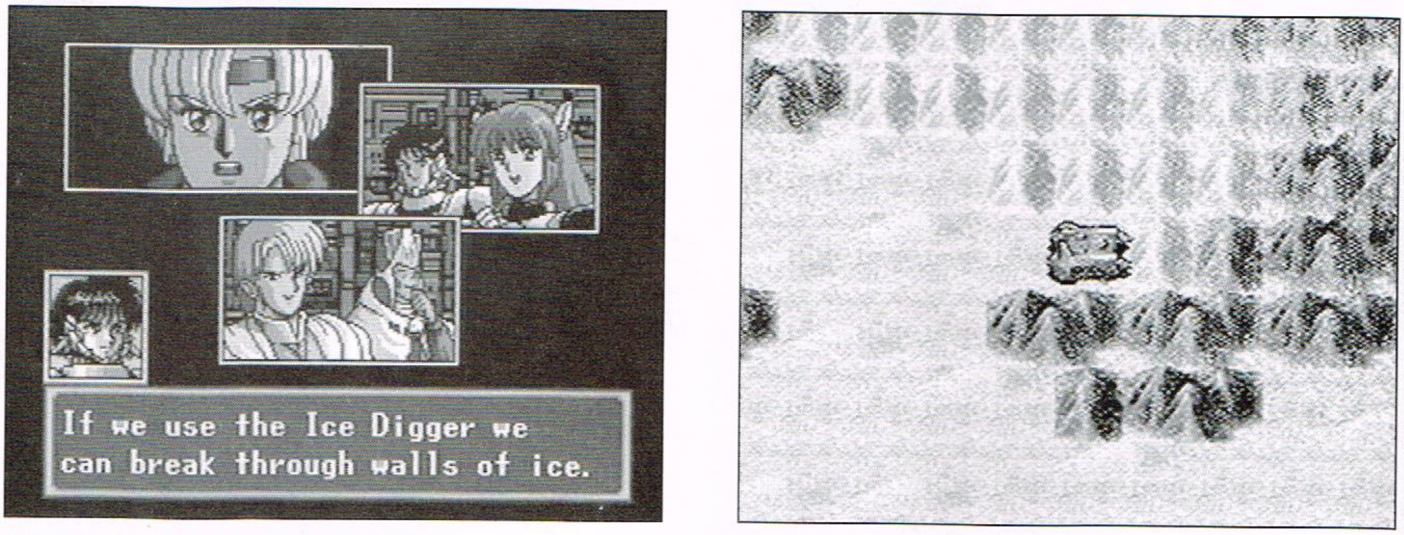
How did you know...that monster was the Dark Force

☆ Rune knows this enemy very well, though he will not say how. Is it possible he knew another Alis? Or was that Alys?



I TOLD YOU! Didn't I tell you that the Garuberk Tower was

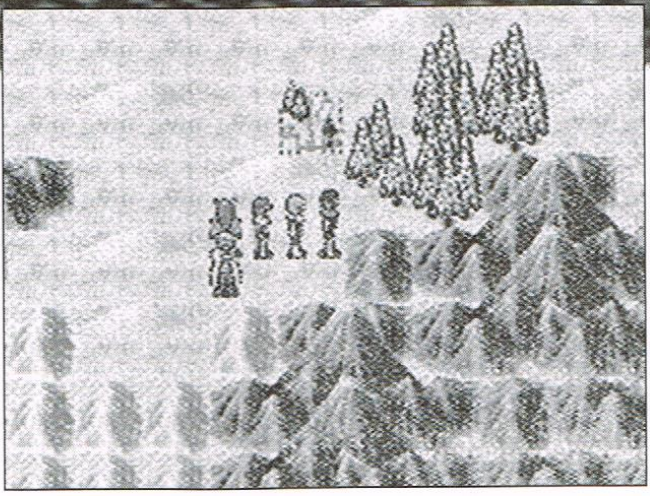
☆ Even though Dark Force is defeated, Dezolis' weather problems continue. Raja likes to say "I told you so" when he refers you back to the Garuberk Tower.



If we use the Ice Digger we can break through walls of ice.

☆ Did you find that you cannot go through some areas of Dezolis because of the ice? Well, Wren has an Ice Digger just waiting to open new areas for you. It operates the same way as the Land Rover on Motavia.

Zosa



★ Zosa is located on the other side of an ice flow northeast of Tyler. The residents of this town have bred giant penguins to provide their food. The residents love their giant birds. You can buy food to feed the penguins, although they may be a little greedy, you can even have one join your party for a little while — it's a must-have experience!

Weapons Available:

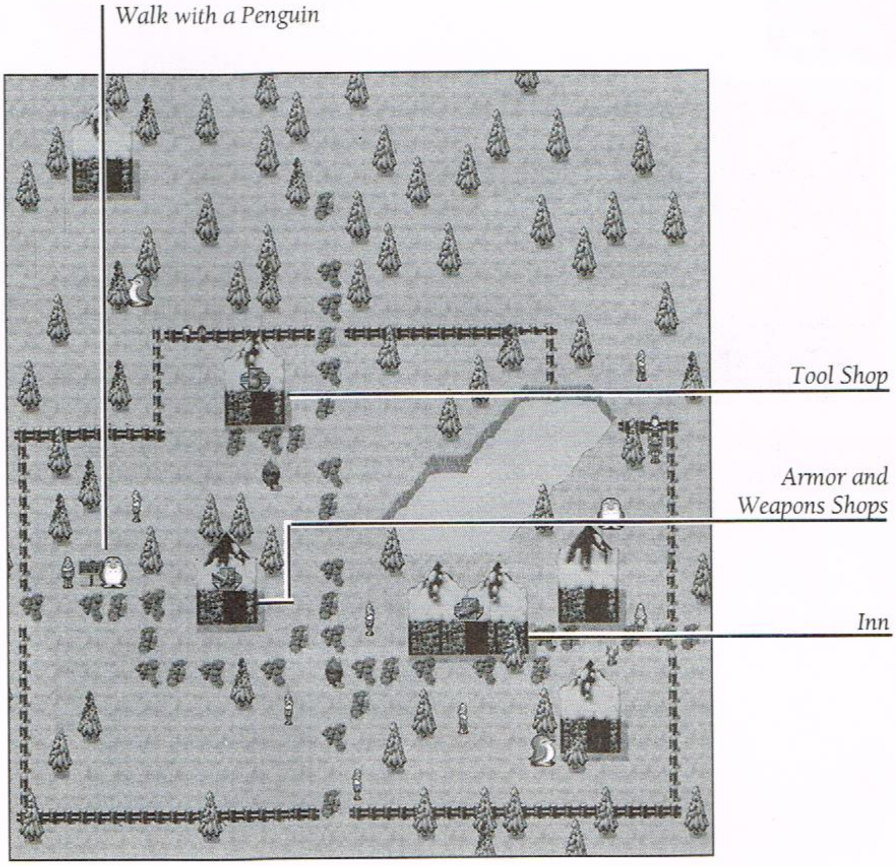
Flamesword	12,900M
Thundrclaw	8,500M
Torndagger	8,300
Dream-Rod	5,400M

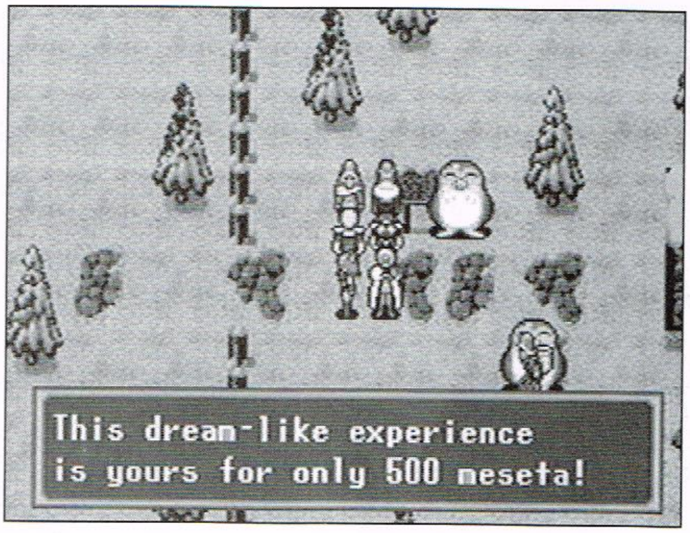
Armor Available:

Phantarobe	8,400M

Tools Available:

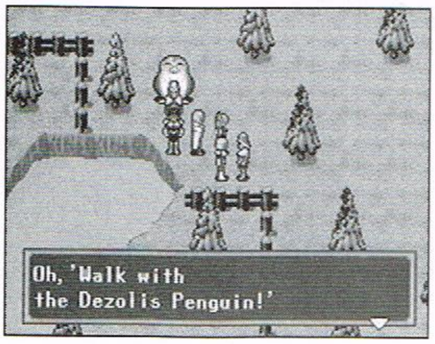
Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M
Pengu-Feed	800M



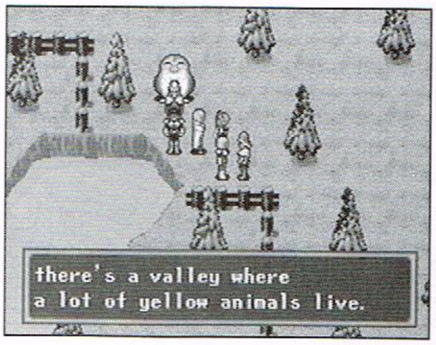


This dream-like experience
is yours for only 500 meseta!

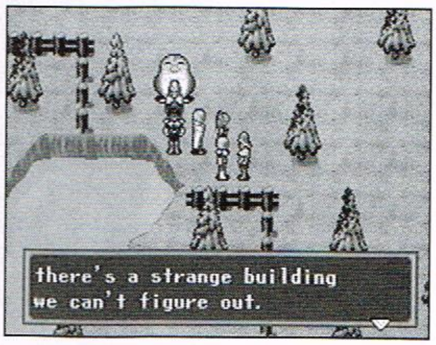
☆ A Walk with a Penguin is cheap at 500M, considering what you get. You can't make it do anything. You lose it if you leave town or go into a building. It just follows you around. But if you can get to the morose fellow in the northeast corner of town, the big birdy will open a nice and valuable conversation.



Oh, 'Walk with
the Dezolis Penguin!'



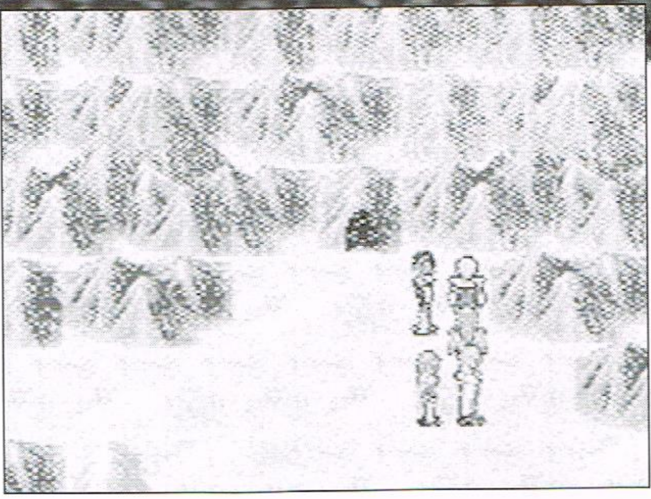
there's a valley where
a lot of yellow animals live.



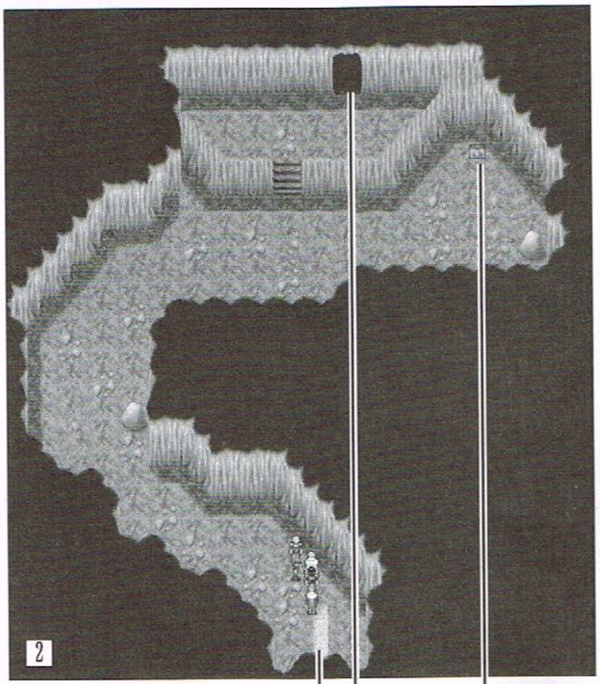
there's a strange building
we can't figure out.

☆ This guy really likes penguins. He will refer you to two places, a hidden valley to the northwest where little yellow animals live, and a strange building to the northeast. Both must be visited to get the items waiting there.

Myst Vale



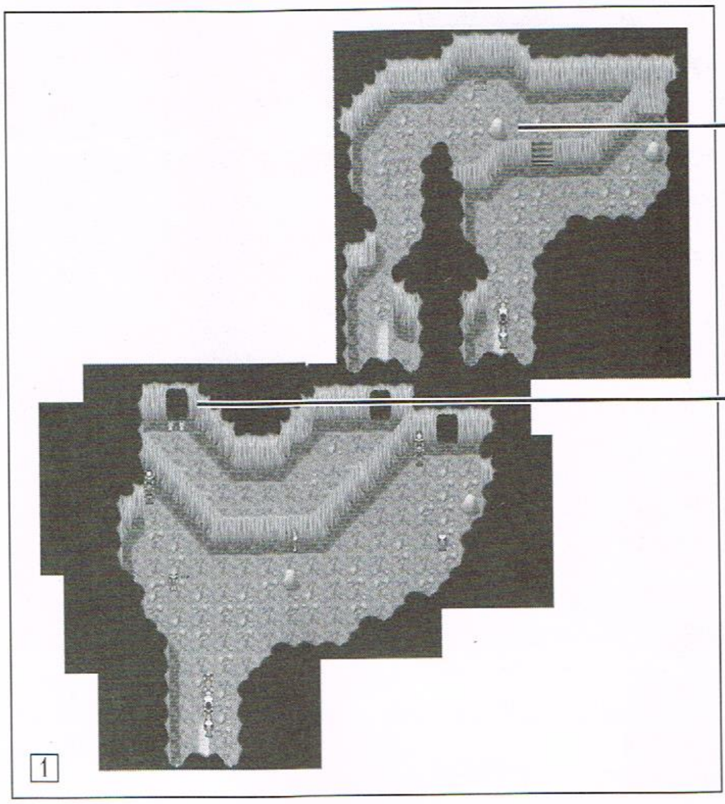
★ Myst Vale lies in the northeast, behind a giant ice flow. Though filled with monsters, it is one of the few warm places on Dezolis. It is also the home of the Musk Cats. Their Old Man is a familiar character to Phantasy Star I players. He is Myau, one of the original battlers of Dark Force. He will give you his honored weapon, the Silver Tusk.



Entrance from 1

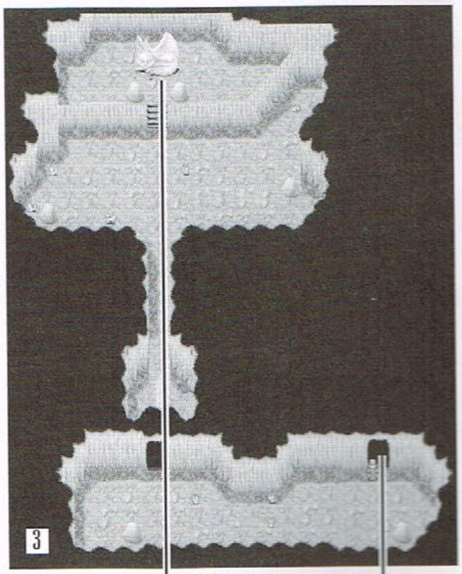
Exit to 3

Trimate



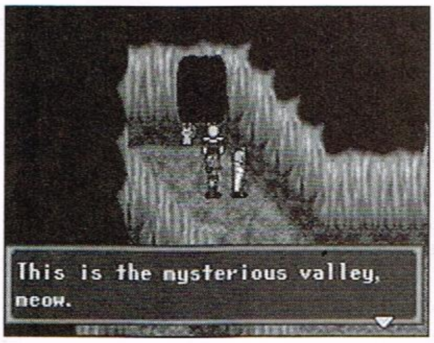
Star-Dew

Exit to 2



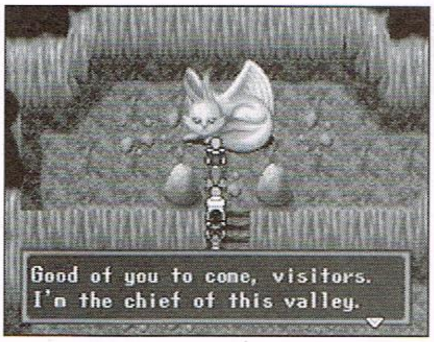
Myau: The Old Man

Entrance from 2



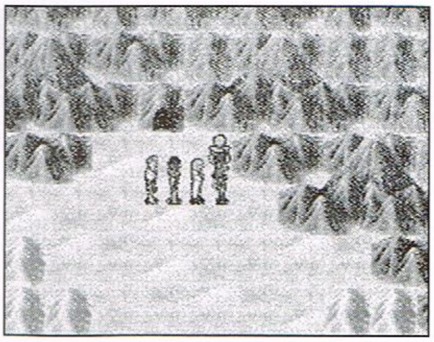
This is the mysterious valley, meow.

★ The Musk Cats can talk. They will share their history with you, meow. Go in and look for their leader, the Old Man, meow.



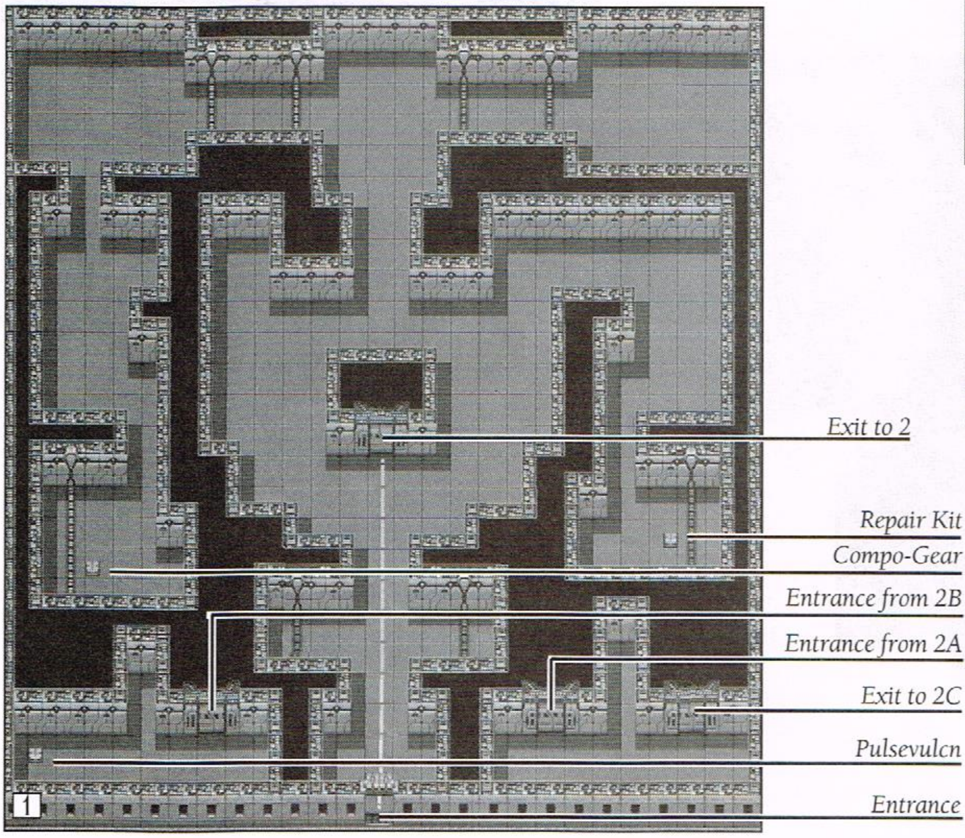
Good of you to come, visitors. I'm the chief of this valley.

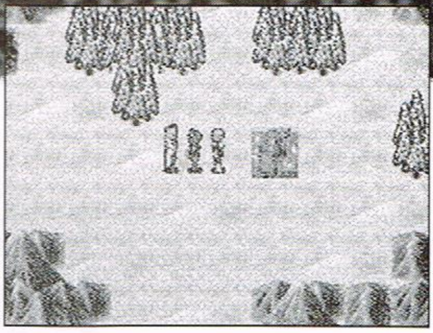
★ The Chief of Myst Vale is Myau, the clawed cat of Phantasy Star I fame. His memories of battling Dark Force have long faded, leaving him only fond remembrances of his compatriots. You bring some of these memories back to him.



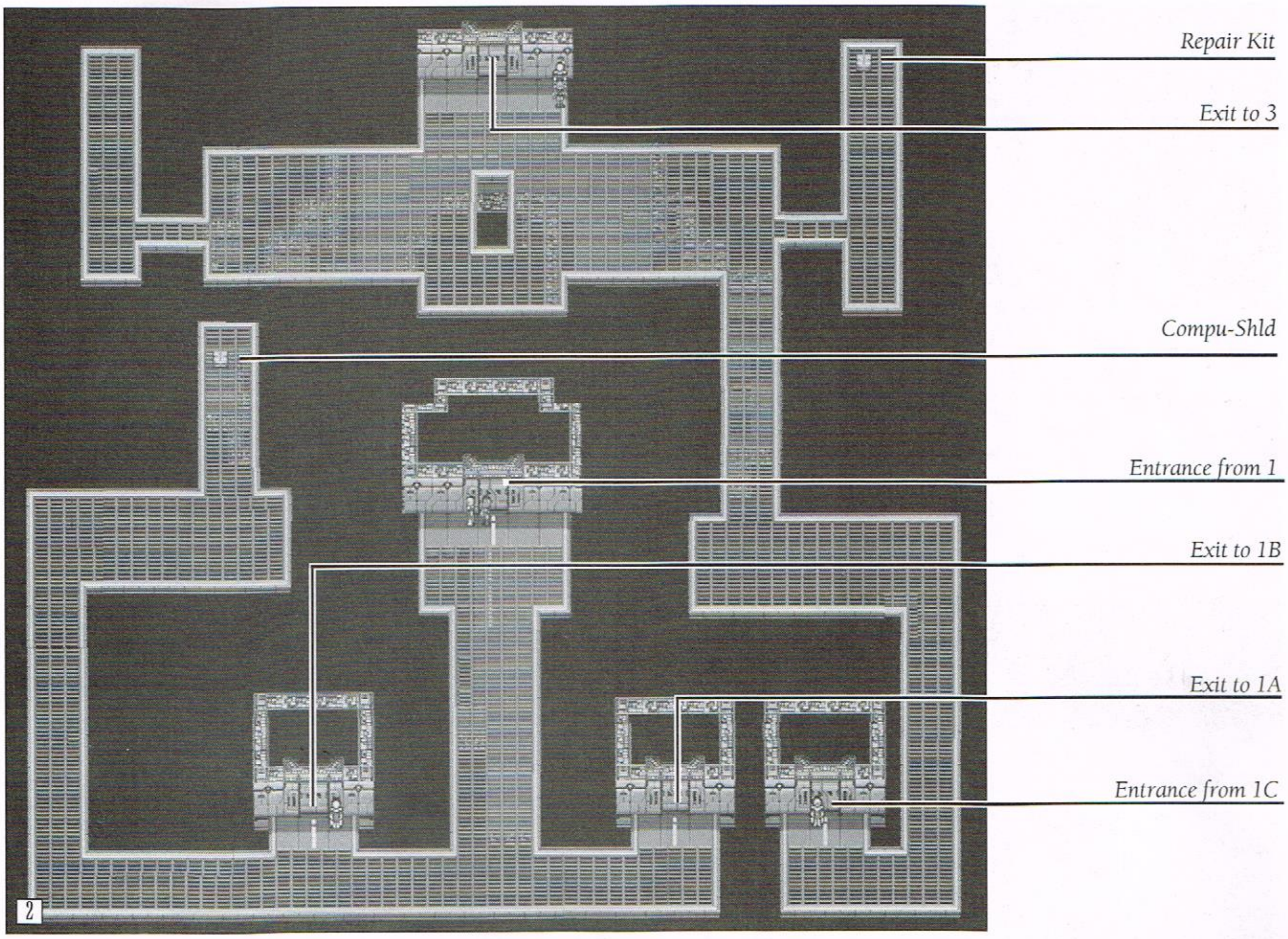
★ Myau will entrust you with the Silver Tusk, the same weapon he used to battle Dark Force 2,000 or so years ago. Equip Rika with it. Now you are ready for the Climate Control Center.

Climate Control Center



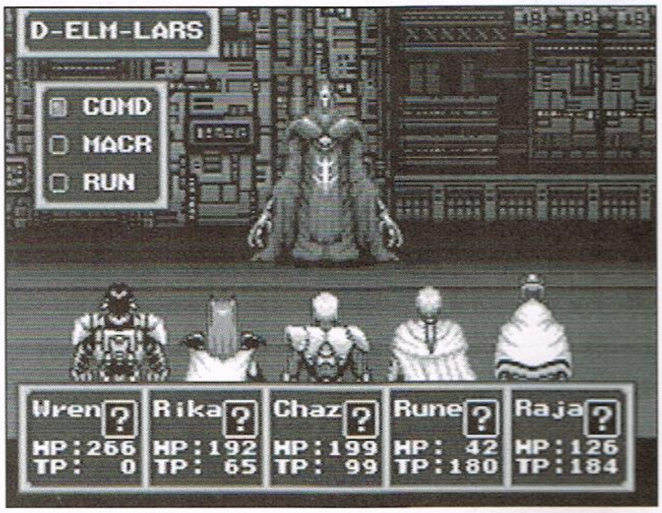


★ The Dezolisian Climate Control Center functions much like the Motavian Plate Control Center, keeping the local weather conditions stable. But its supposed malfunctioning has turned this world into a nonstop blizzard. Raja would argue that the problem is being caused by the Garuberk Tower.


Repair Kit
Exit to 3
Compu-Shld
Entrance from 1
Exit to 1B
Exit to 1A
Entrance from 1C
2

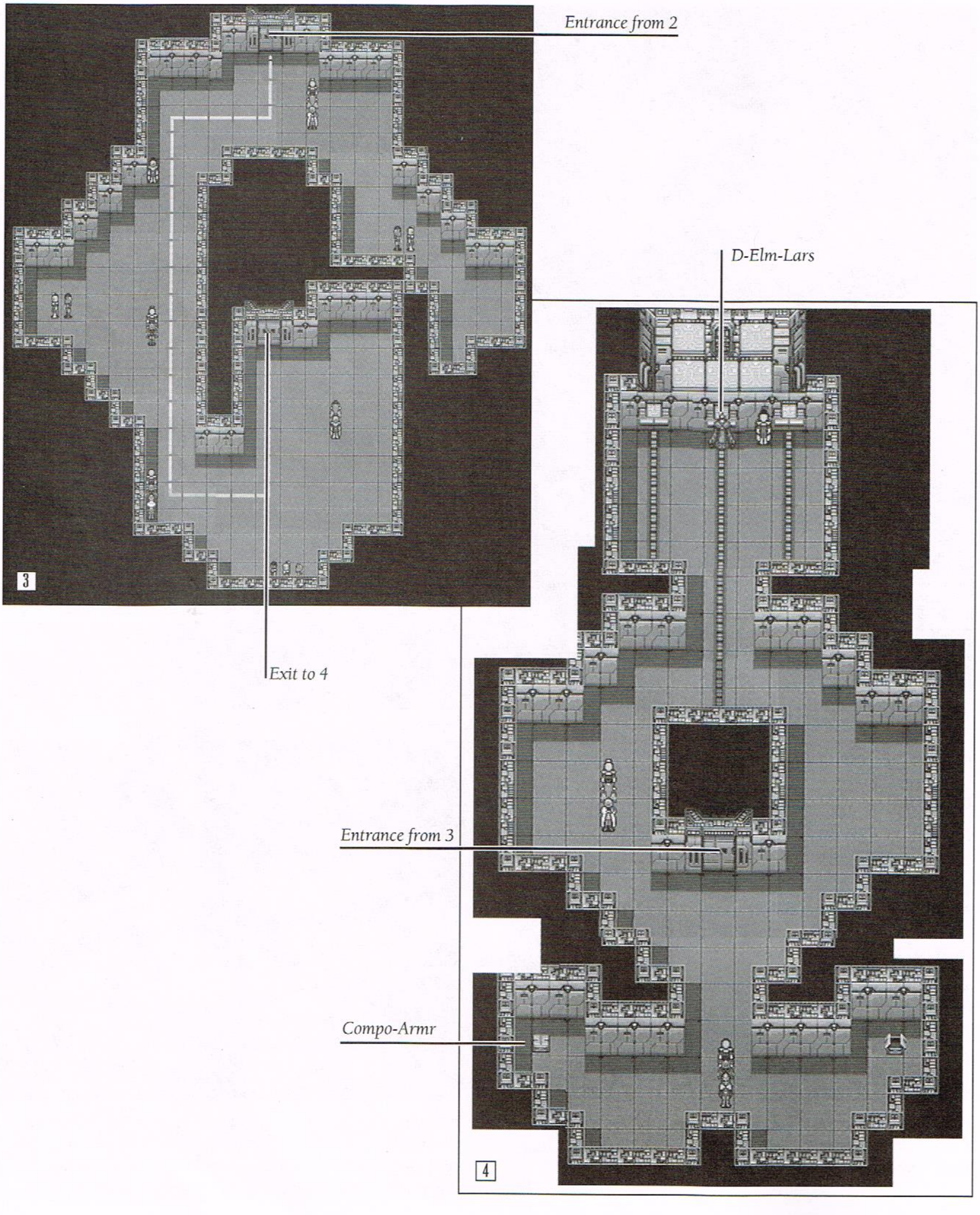
But we've beaten
Zio...and Dark Force!

★ So you've walked into a trap? It appears there is more to Dark Force than you thought. It's time to kick some sense into this Dark Force crony.

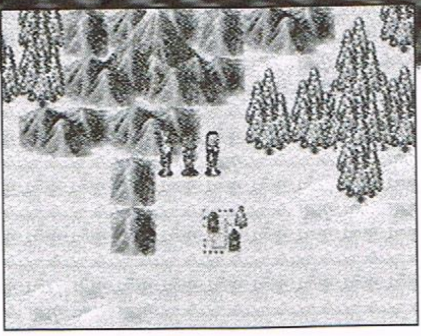

D-ELM-LARS
COMD
MACR
RUN

Wren	Rika	Chaz	Rune	Raja
HP:266	HP:192	HP:199	HP: 42	HP:126
TP: 0	TP: 65	TP: 99	TP:180	TP:184

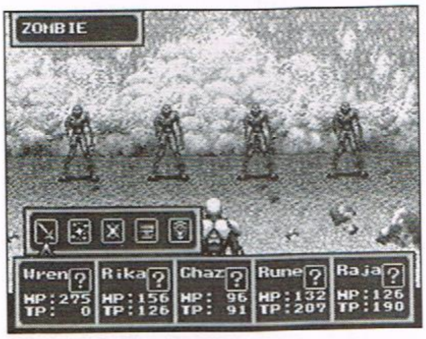
★ D-Elm-Lars is a powerful opponent. Begin your battle with the Saner and Deban strategy, then hit him with your most powerful focused attacks. After you win, Raja will reaffirm that to stop the blizzards, you must go to Garuberk Tower.


Entrance from 2
3
Exit to 4
D-Elm-Lars
Entrance from 3
Compo-Armr
4

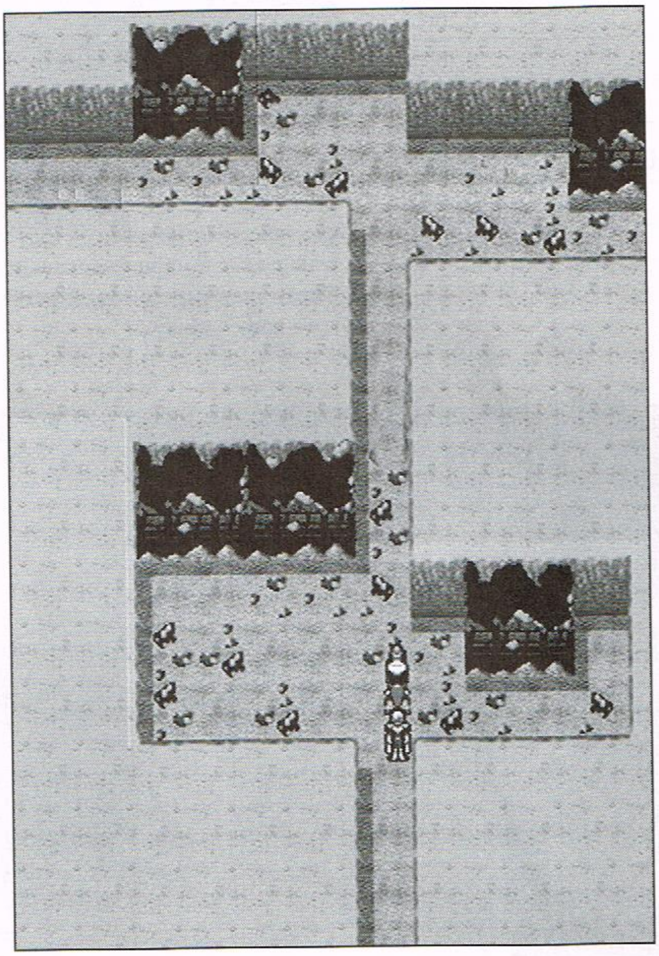
Reshel



★ Reshel is the next village you come across as you head east. Stop in to see what's going on.


ZOMBIE
Wren HP:275 TP: 0
Rika HP:156 TP:126
Chaz HP: 96 TP: 91
Rune HP:132 TP:207
Raja HP:126 TP:190

★ Something has come over Reshel and turned all the folk into zombies. Time to move on, but come back after you've finished Garuberk Tower and the village will be rebuilt.



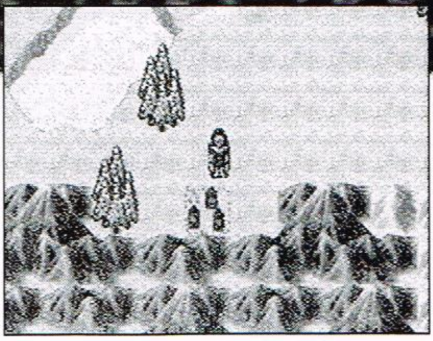
Meese

Weapons Available:

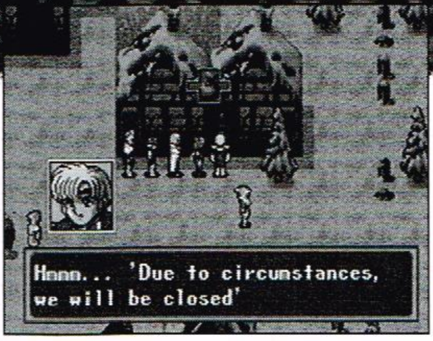
Flamesword	12,900M
Thundrclaw	8,500M
Torndaggr	8,300M
Dream-Rod	5,400M

Armor Available:

Rflc-Mail	26,800M
Rflcshield	15,600M

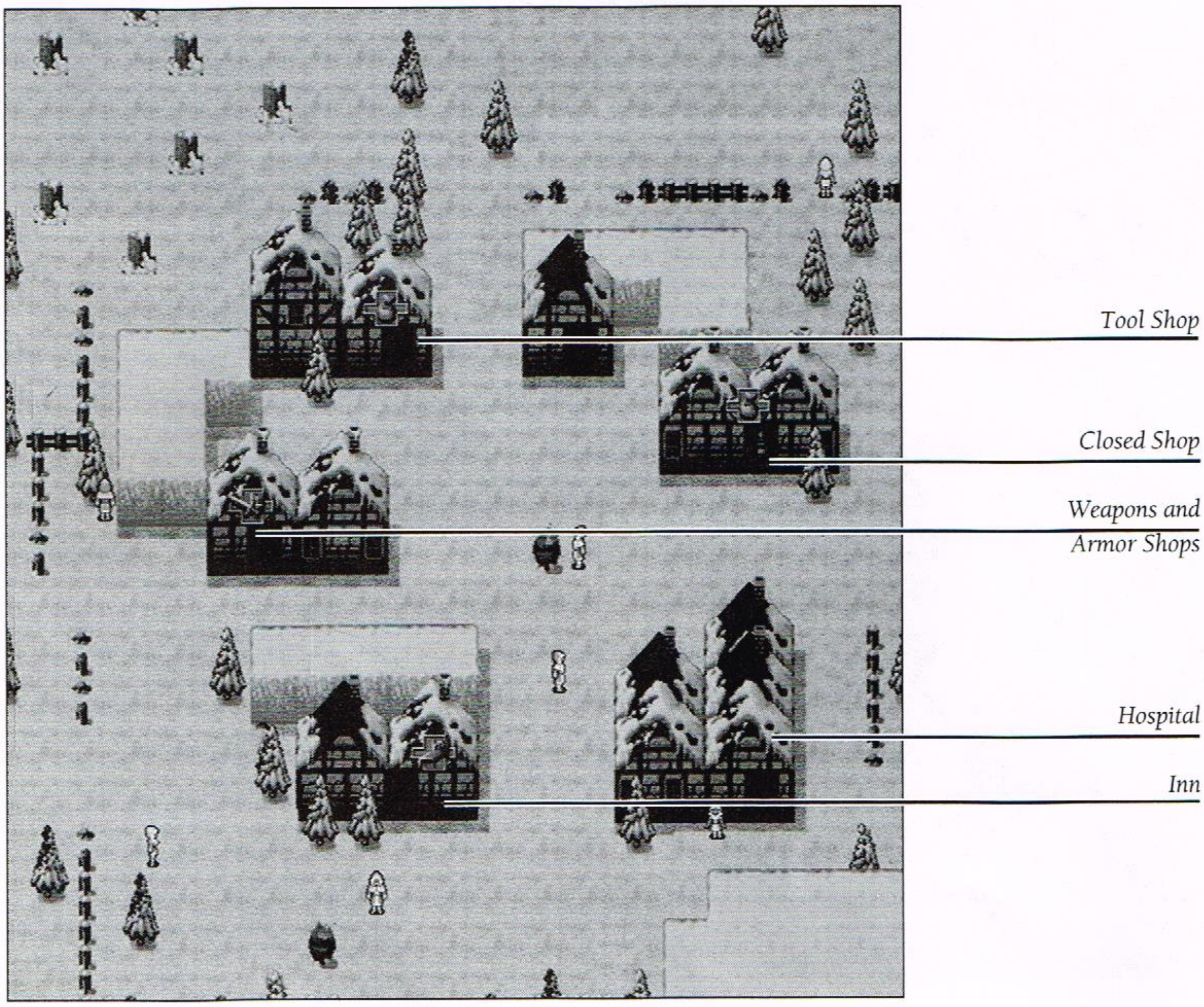


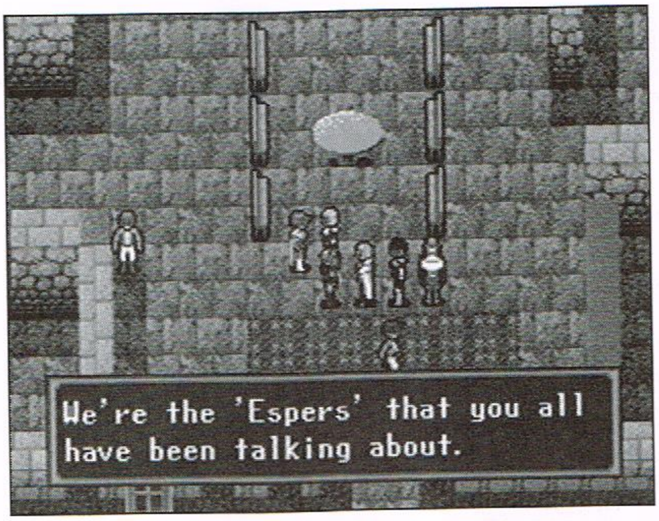
★ Meese is south and east of Reshel. Most of the Reshel inhabitants have gone there. Unfortunately, they have brought the Zombie plague with them. The healing Espers from Esper Mansion have come to help.



Hmmm... 'Due to circumstances, we will be closed'

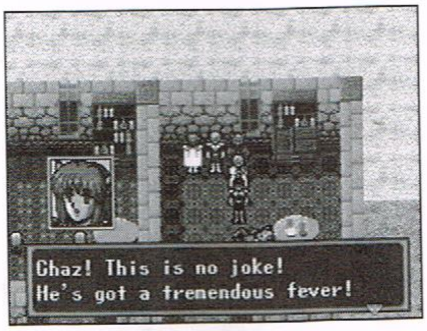
★ The illness has closed one of the Tool Shop in Meese.


Tool Shop
Closed Shop
Weapons and Armor Shops
Hospital
Inn

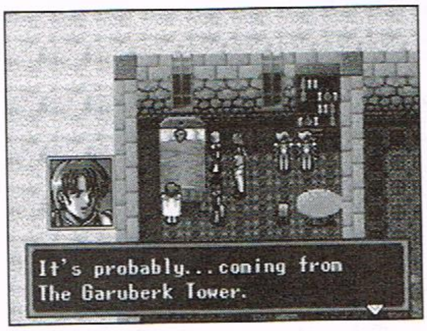


We're the 'Espers' that you all have been talking about.

★ Espers have come from Esper Mansion to help heal the sick. The Espers are a magical order that have been around since the very early Phantasy Star days.

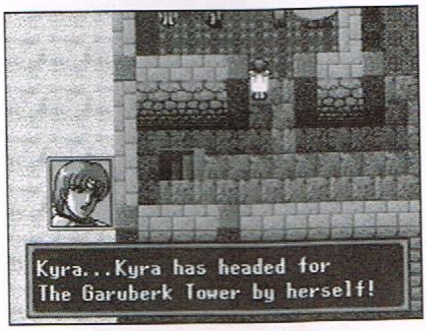


Chaz! This is no joke!
He's got a tremendous fever!



It's probably...coming from
The Garuberk Tower.

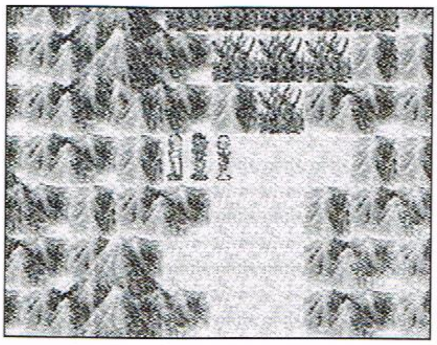
★ Both Rune and Rika can feel the Black Energy Wave emanating from Garuberk Tower. Raja tells you so, then collapses with a great fever. He has caught the zombie plague.



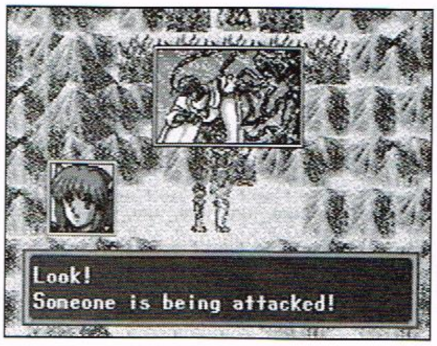
Kyra...Kyra has headed for
The Garuberk Tower by herself!

★ A very headstrong young Esper named Kyra has decided to try to stop the Energy Wave by herself. She will be no match for the Carnivorous Forest. You volunteer to help her. The Carnivorous Forest is to the northeast.

The Carnivorous Forest

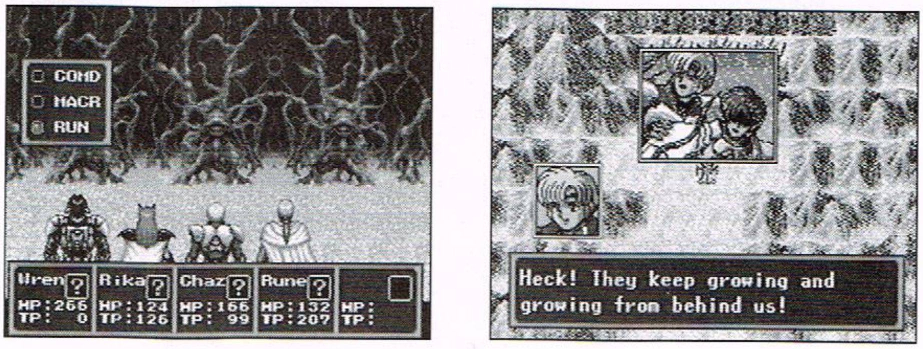


☆ The way to the Garuberk Tower is guarded by a thick forest of very hungry trees. Cut one down and another grows in its place, but Kyra hopes to fight her way through.



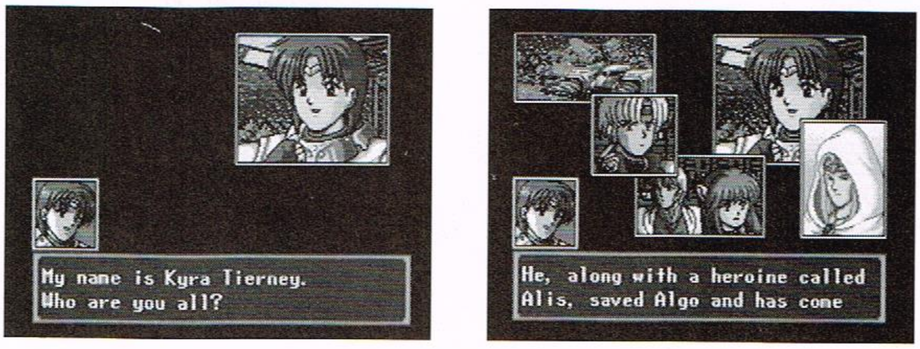
Look!
Someone is being attacked!

☆ You will see Kyra being attacked. Go to her rescue.



Heck! They keep growing and
growing from behind us!

☆ Think you're good at combat? Try to defeat the trees. You can't. Not yet. After you have satisfied your curiosity, run.

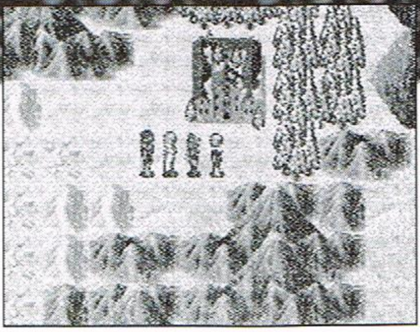


My name is Kyra Tierney.
Who are you all?

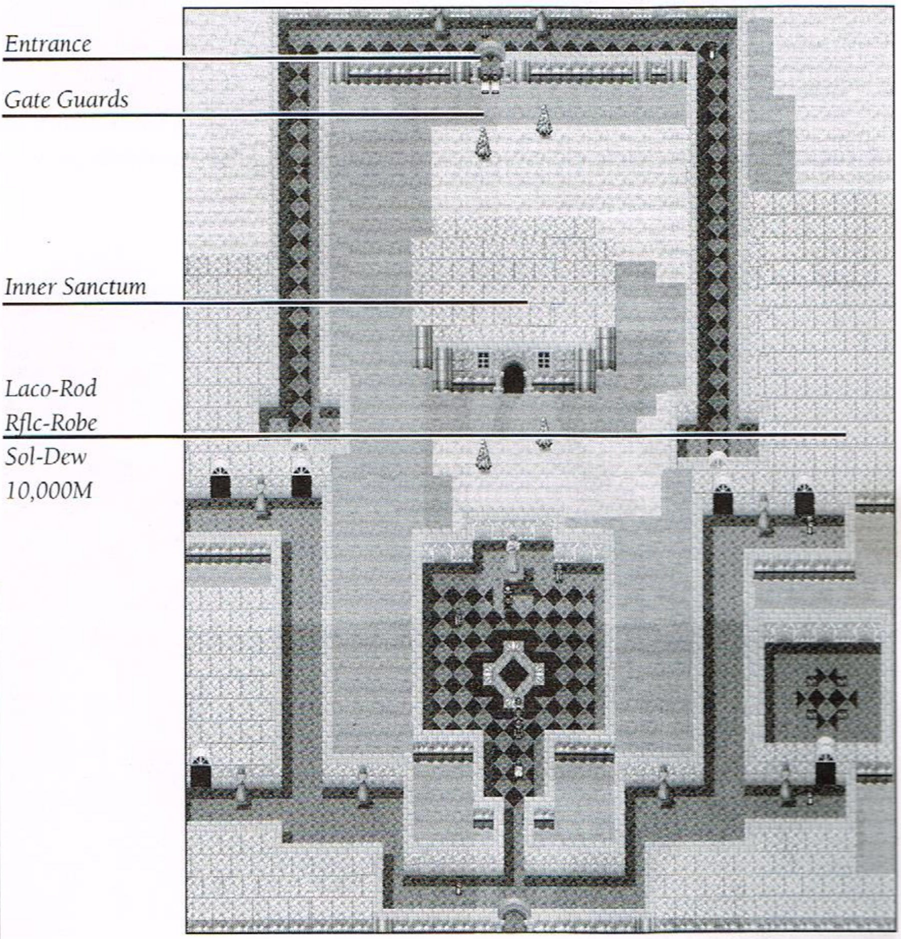
He, along with a heroine called
Alis, saved Algo and has come

☆ Kyra is one of the famed Espers. She will tell you of the history of the Espers and their leader, Lutz, who should know a way through the Carnivorous Forest. It's on to Esper Mansion. Go southwest.

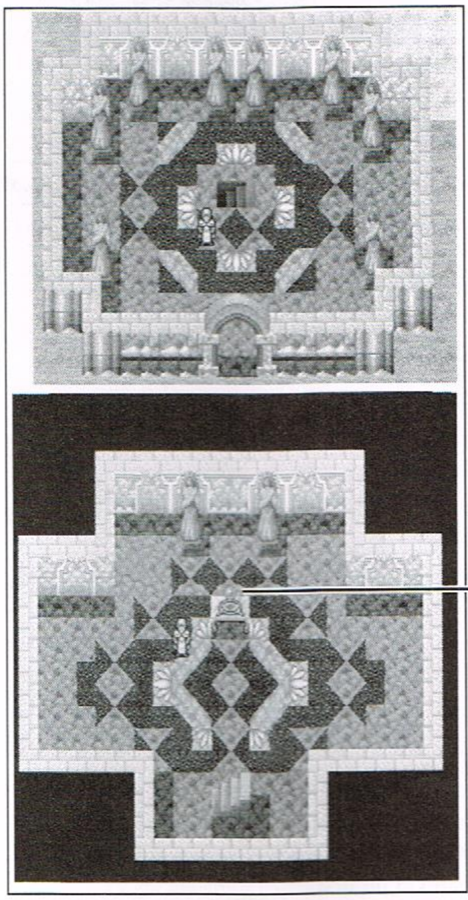
Esper Mansion

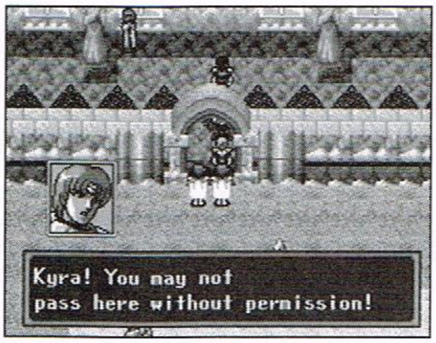


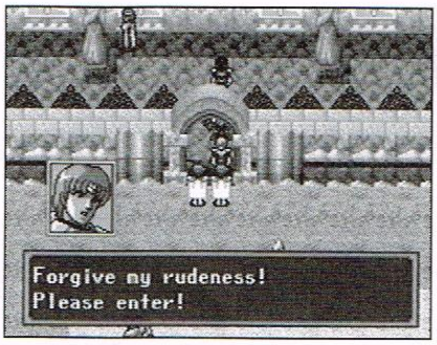
★ The Esper Mansion is the spiritual home of the Espers. Their leader, Lutz, resides deep below. If you try to enter the mansion before you have met Kyra, the guards will not let you in. It's who you know, you know!


Entrance
Gate Guards
Inner Sanctum
Laco-Rod
Rflc-Robe
Sol-Dew
10,000M

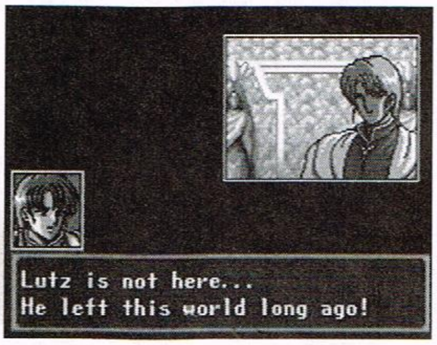
INNER SANCTUM

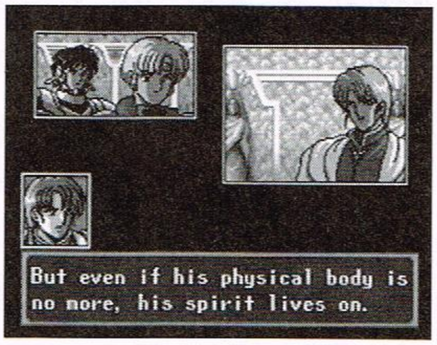

Ball of Telepathy

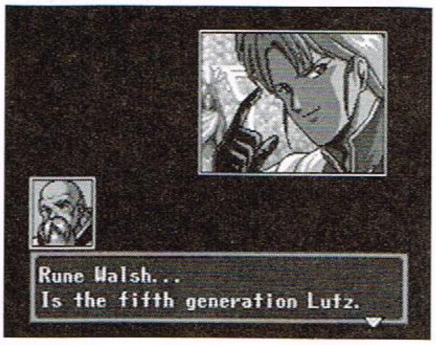

Kyra! You may not
pass here without permission!


Forgive my rudeness!
Please enter!

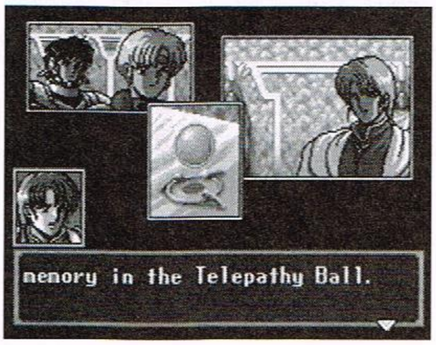
★ The Inner Sanctum guards will not let you in until they recognize one of your party. Who is it?


Lutz is not here...
He left this world long ago!

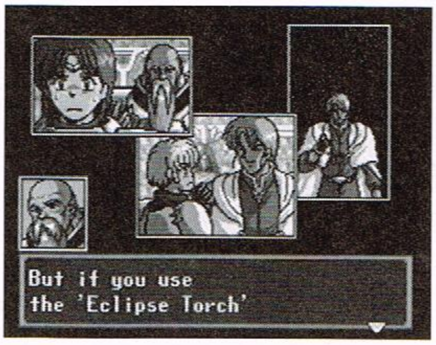

But even if his physical body is
no more, his spirit lives on.

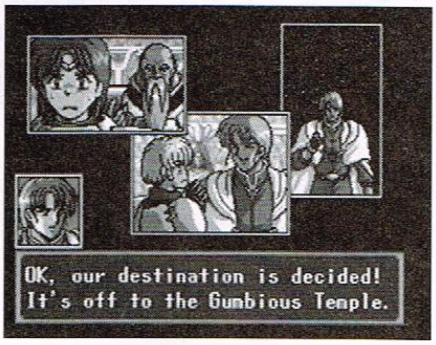

Rune Walsh...
Is the fifth generation Lutz.

★ Rune knows the story of Lutz. You might say he has lived it.


memory in the Telepathy Ball.

★ The memories and spirit of the first Esper Lutz, originally named Noah in Phantasy Star I, have been handed down from generation to generation of Lutzs. Rune is the current Lutz. After his secret is revealed, he tells the story of how Dark Force has struck the Algo System every 1,000 years and how a champion has always risen to defeat it. Chaz has been chosen to be the champion, a role he is not sure he is ready for.


But if you use
the 'Eclipse Torch'


OK, our destination is decided!
It's off to the Gumbious Temple.

★ There is only one way to get through the Carnivorous Forest. You need the Eclipse Torch, the holy symbol worshipped by Dezolians since early times (Does anyone remember a lamp and a special tree from Phantasy Star I?) The Torch is located in the Gumbious Temple to the east, but make a stop in Jut first.

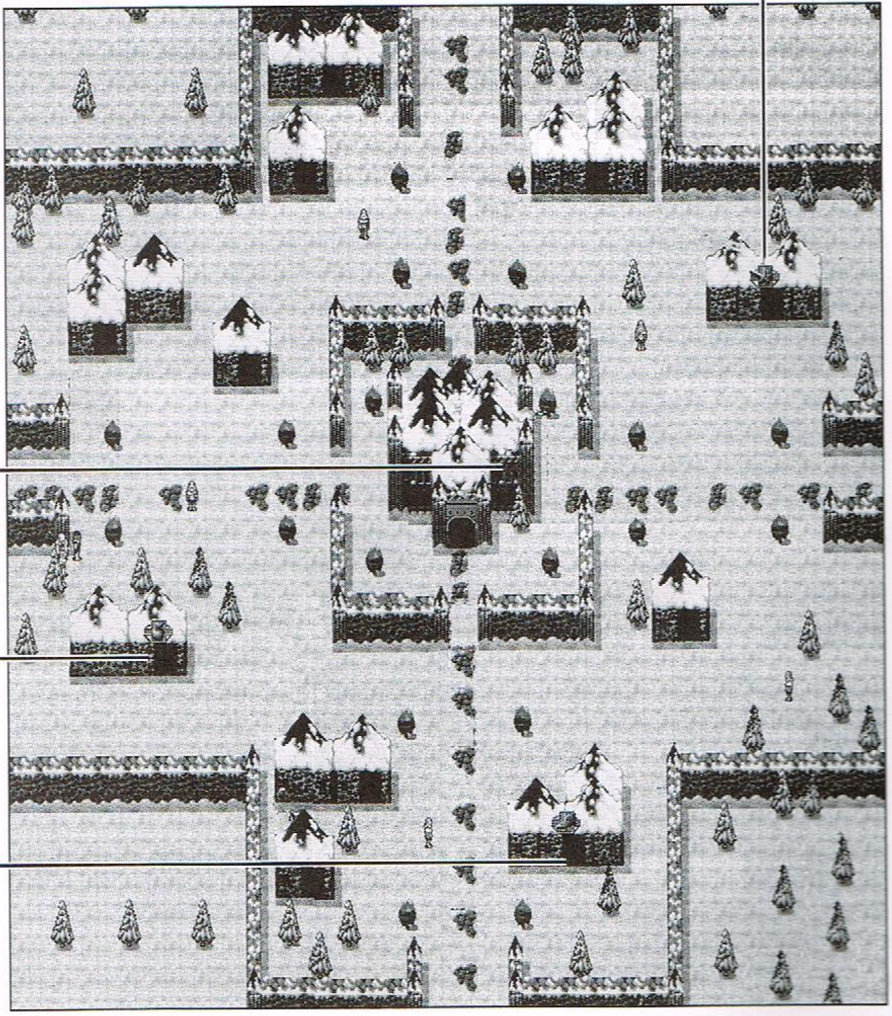
Jut Map

You'll find the town of Jut southwest of the Esper Mansion. It has high-quality goods in the shops and a place to bed down for the night. Talk to the inhabitants to find out more about your next stop — Gumbious Temple. From here you could also go to the Weapons Plant. This trip's not necessary, but you can get enough goodies to make it worth your while.

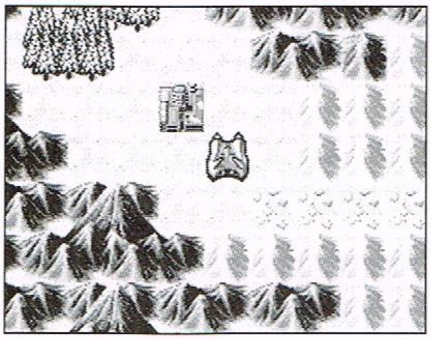
Weapons Available	
Laco-Sword	20,400M
Laco-Dagger	9,400M
Laco-Claw	10,200M
Lacoslasher	21,600M

Armor Available	
Rflc-Mail	26,800M
Rflc-Robe	18,400M
Rflcshield	15,600M

Tools Available	
Trimate	400M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M



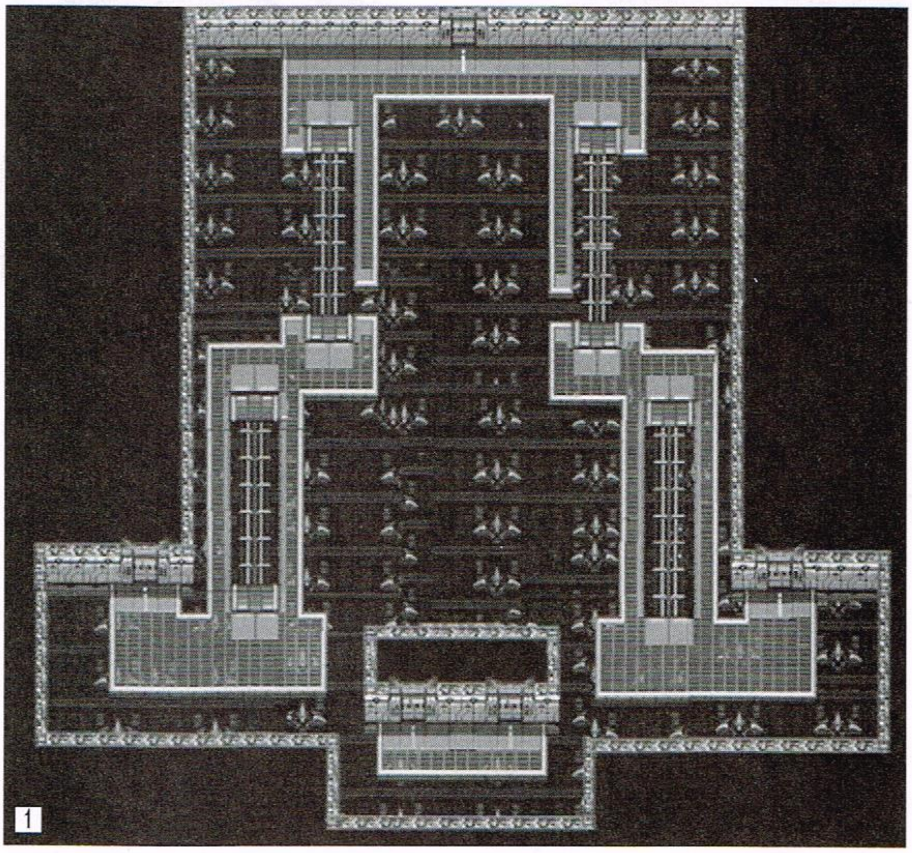
Weapons Plant

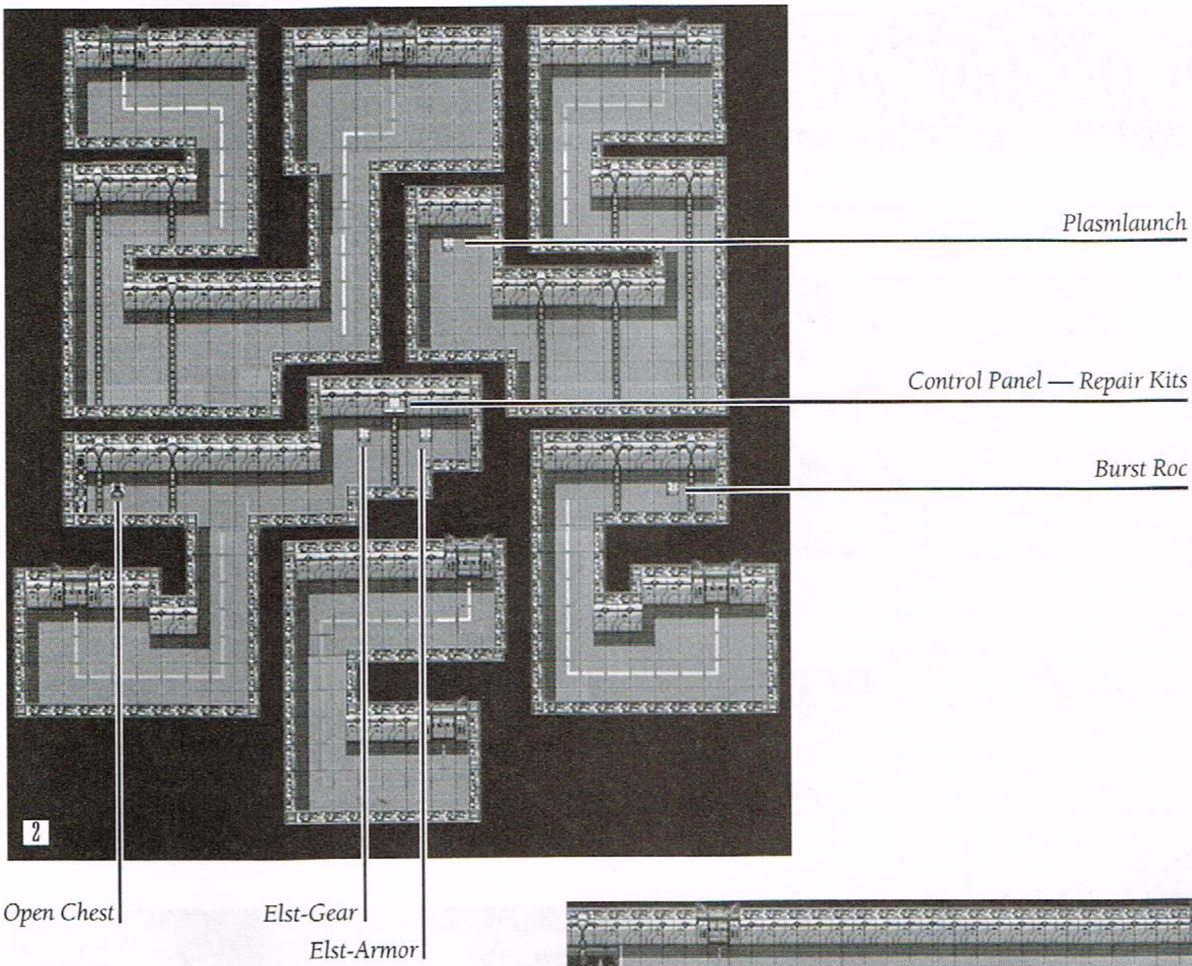


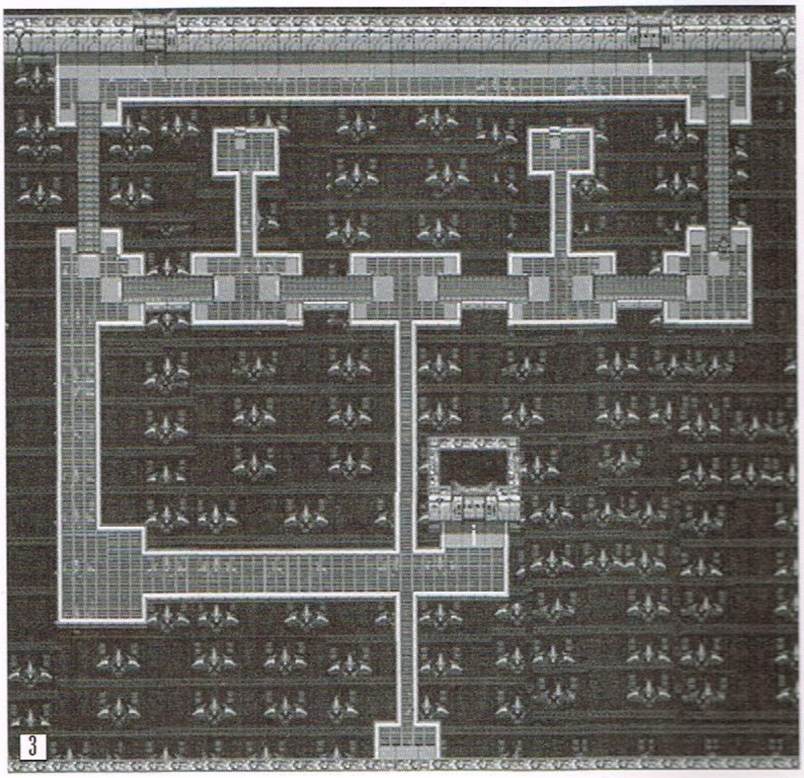
★ Climb into your Ice Digger and scoot to the southwest of the town of Jut to find the Weapons Plant.

This is a weapon plant Mother
Brain constructed a thousand

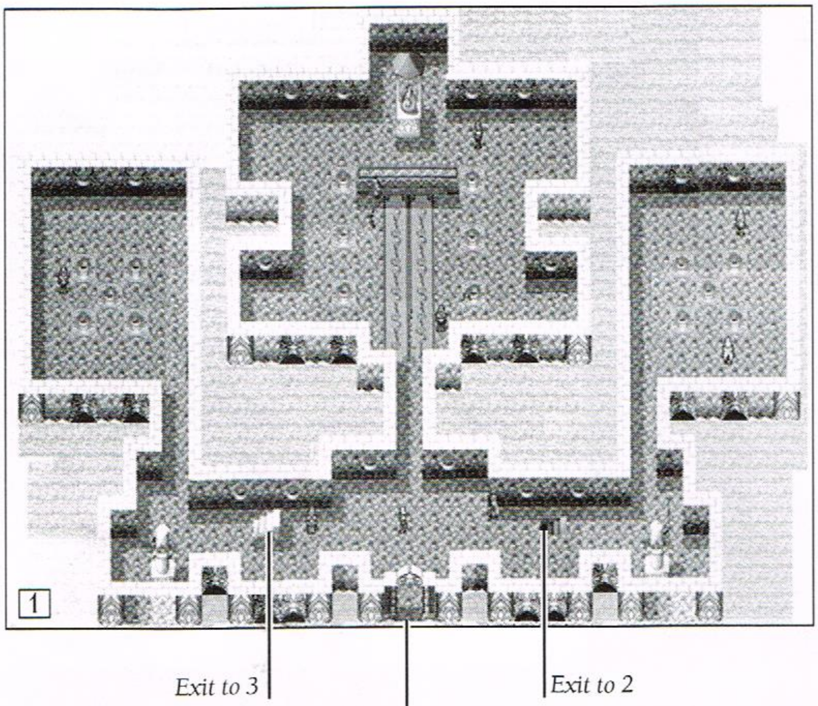
★ Mother Brain constructed this plant 1,000 years ago. It was controlled by Kuran and is now deactivated. The only reason to enter is item collection. Touch the Control Panel in Level 2 as often as you like to collect multiple Repair Kits for Wren. Come back as needed to get more.

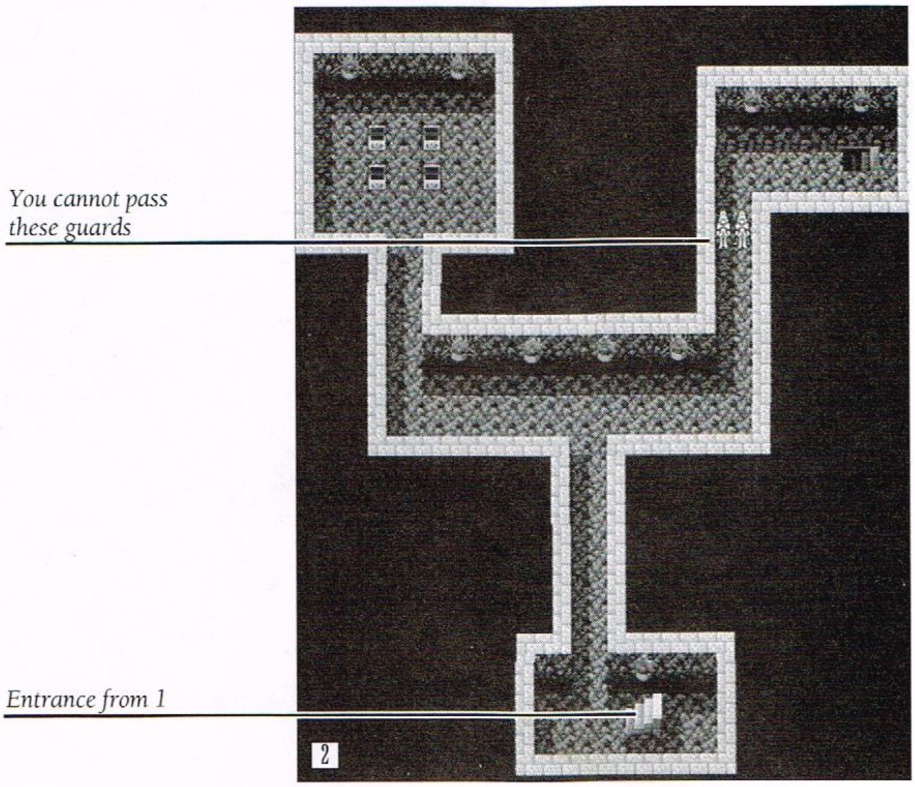


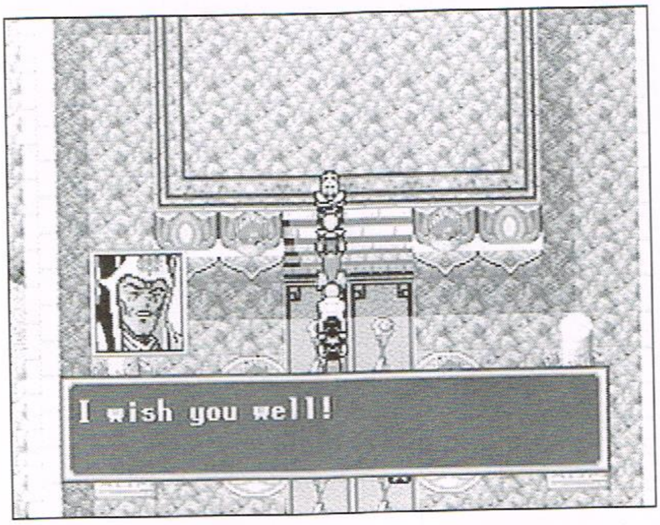

Plasmlaunch
Control Panel — Repair Kits
Burst Roc
2
Open Chest
Elst-Gear
Elst-Armor


3

Gumbious Temple

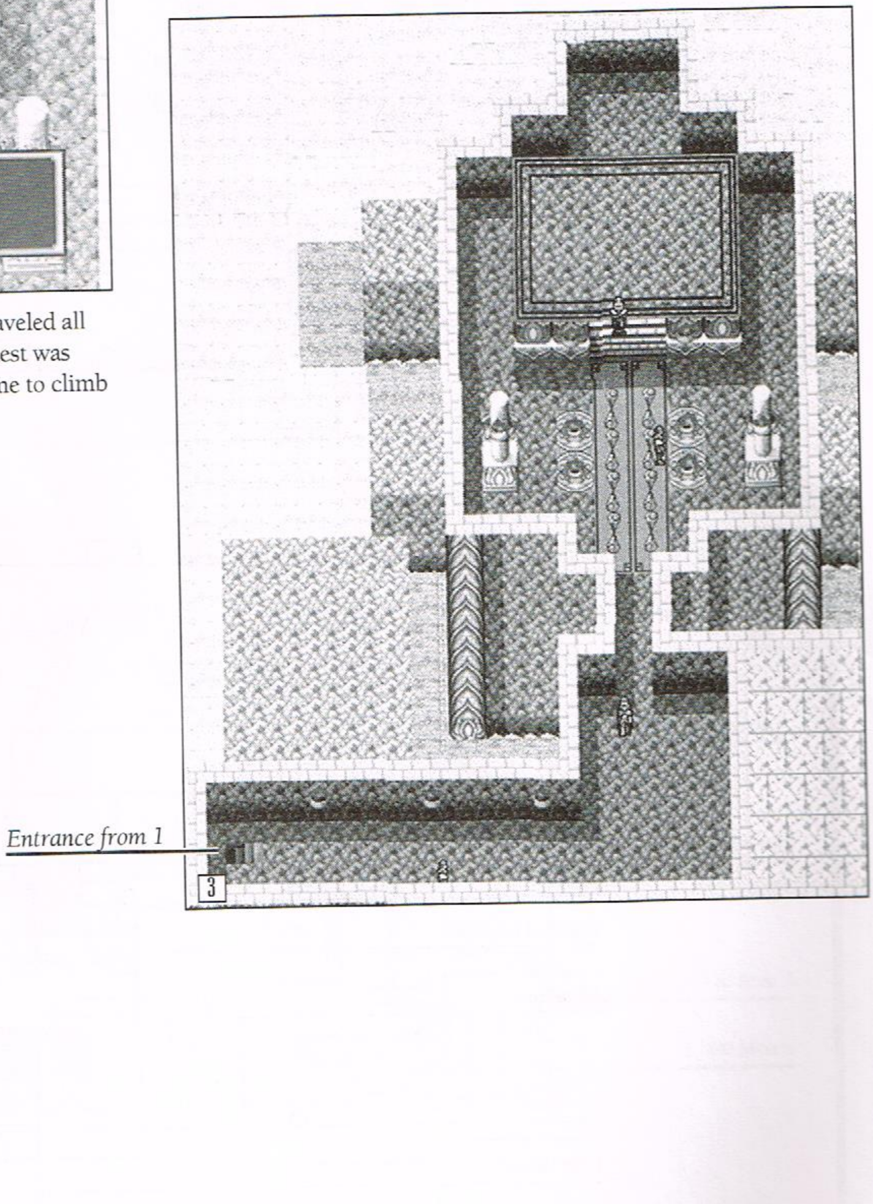

1
Exit to 3
Exit to 2
Entrance


You cannot pass these guards
Entrance from 1
2

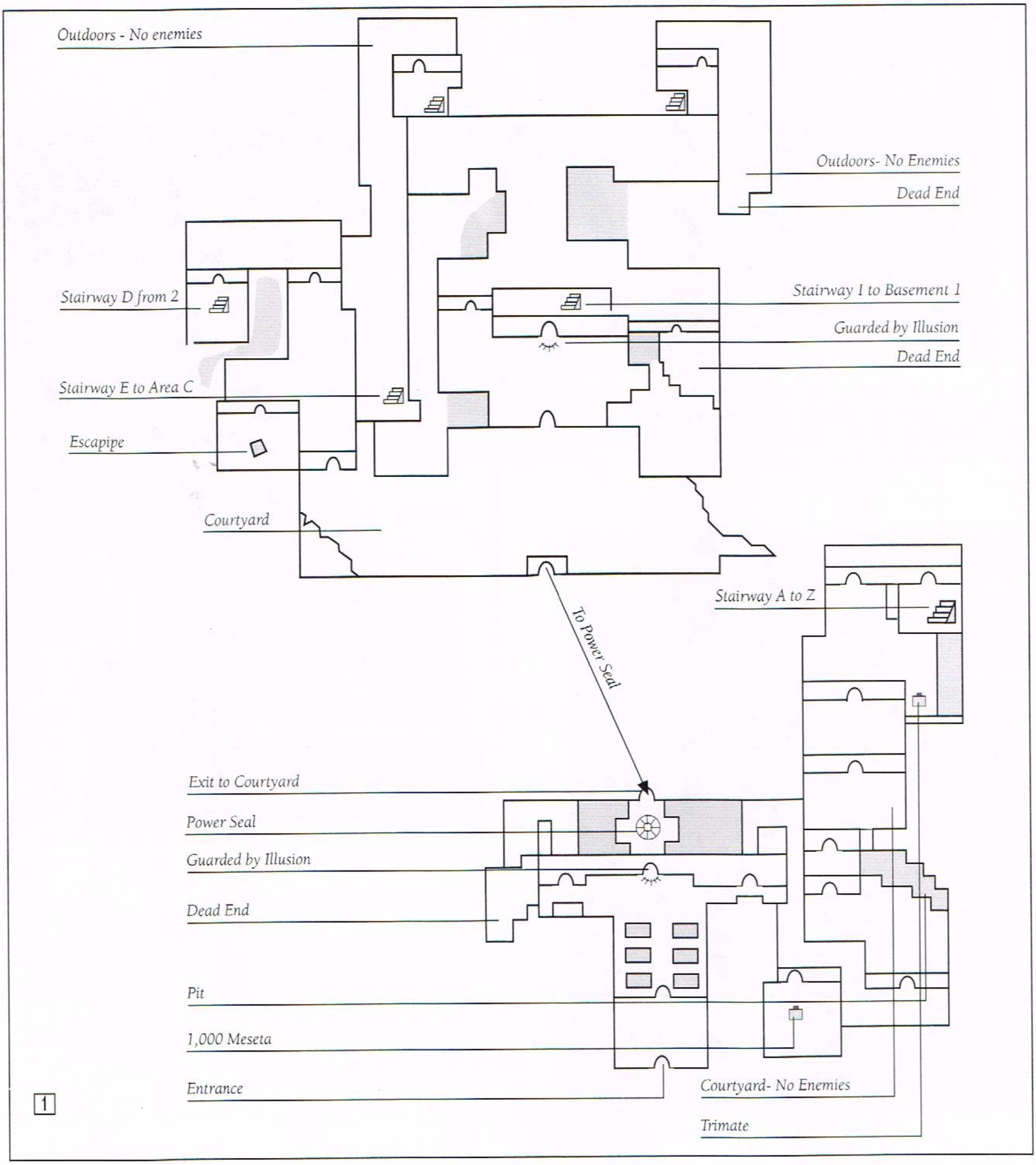


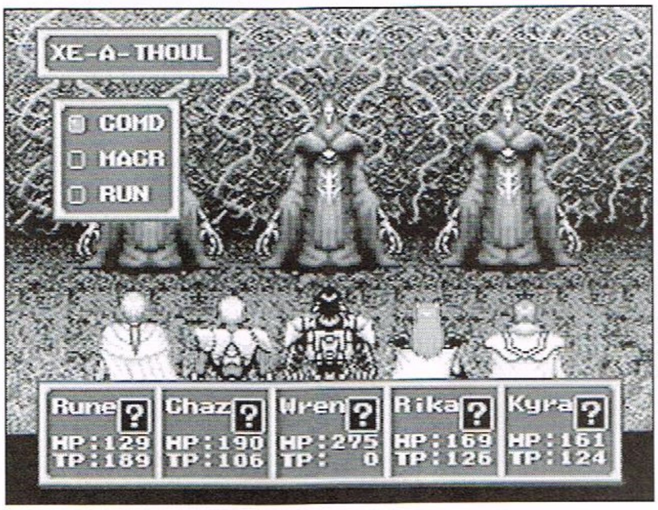
I wish you well!

☆ It's time to head for the Air Castle. Geez! You've traveled all the way to Gumbious Temple, but the goofy High Priest was foolish enough to get the Eclipse Torch stolen! It's time to climb in your ship and head for the Air Castle.

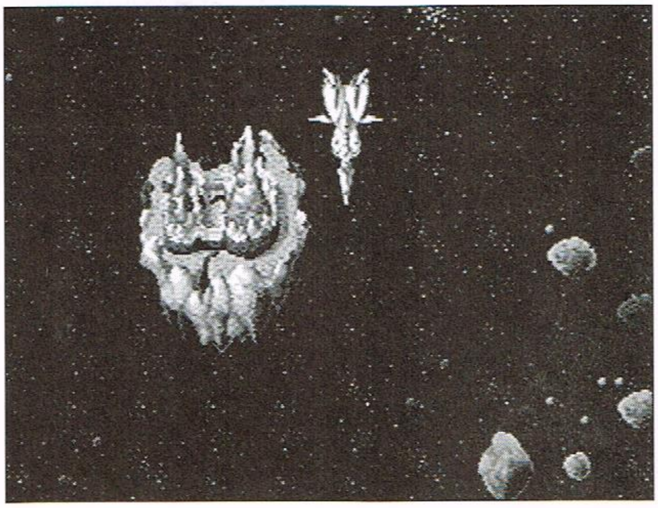


Air Castle

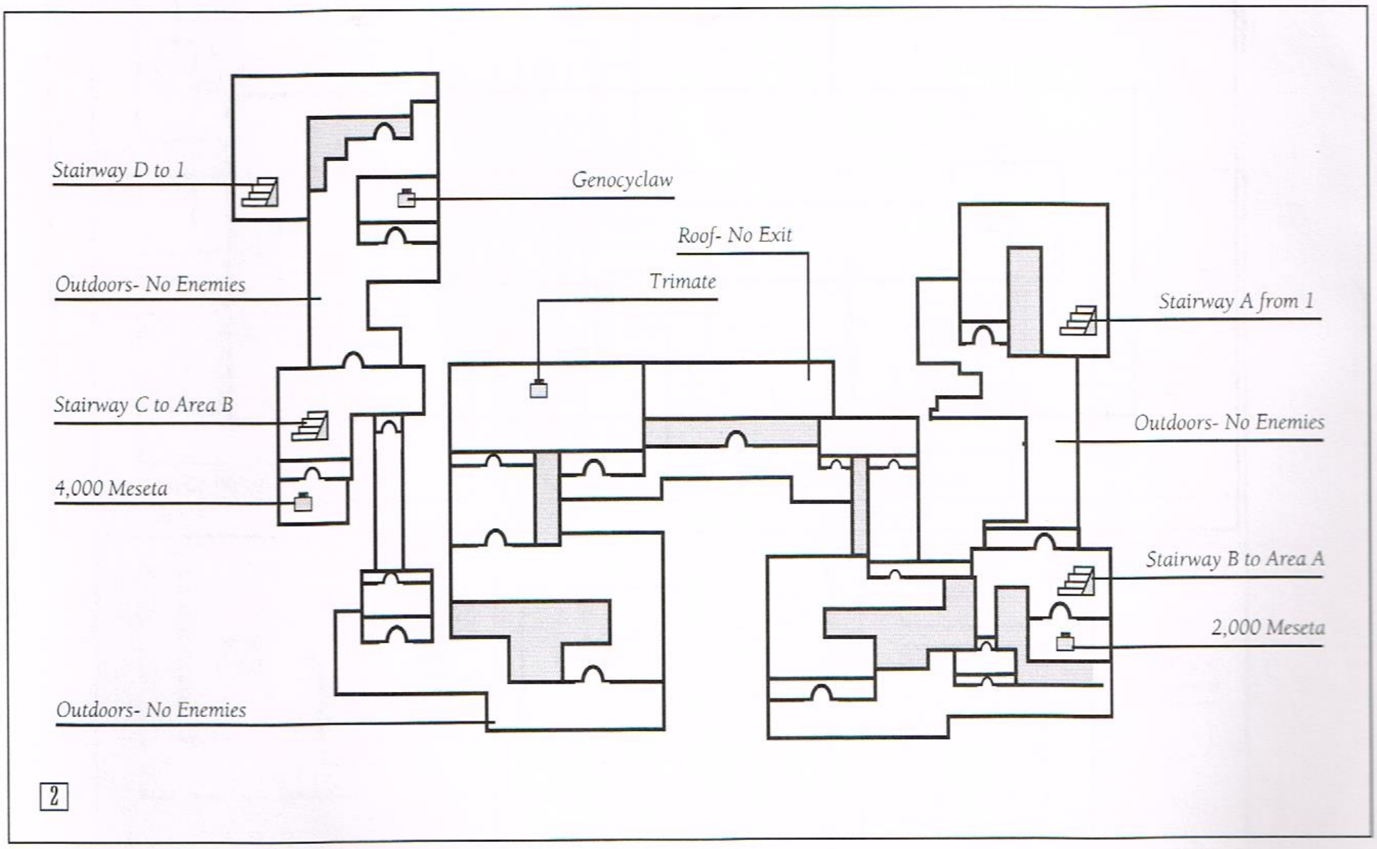

Outdoors - No enemies
Outdoors- No Enemies
Dead End
Stairway D from 2
Stairway 1 to Basement 1
Guarded by Illusion
Dead End
Stairway E to Area C
Escapipe
Courtyard
Stairway A to Z
To Power Seal
Exit to Courtyard
Power Seal
Guarded by Illusion
Dead End
Pit
1,000 Meseta
Entrance
Courtyard- No Enemies
Trimate
1


XE-A-THOUL
COMD
MAGR
RUN
Rune HP:129 TP:189
Chaz HP:190 TP:106
Wren HP:275 TP: 0
Rika HP:169 TP:126
Kyra HP:161 TP:124

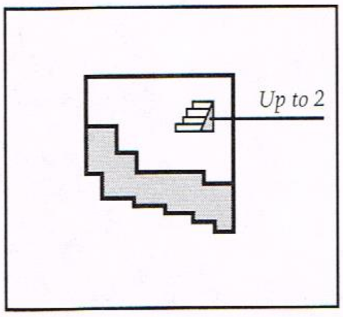
★ Pound these three evil mages with all you've got. Don't forget to supplement your defenses. Once you've beaten them, exit and save, then head for the basement levels.



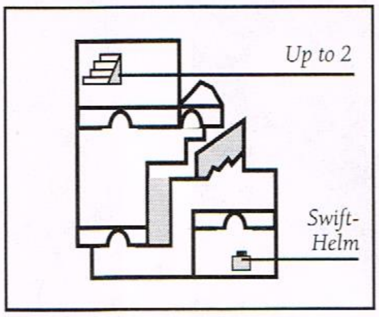
★ Welcome to the Air Castle. It's time to root out evil and collect the Eclipse Torch. The following maps look different from the rest because they were just too darned big to do in screenshot form. We figured you'd want them anyway, so you get them in a beautiful, clean artist's rendition.


Stairway D to 1
Genocyclaw
Roof- No Exit
Trimate
Stairway A from 1
Outdoors- No Enemies
Outdoors- No Enemies
Stairway C to Area B
4,000 Meseta
Stairway B to Area A
2,000 Meseta
Outdoors- No Enemies
2

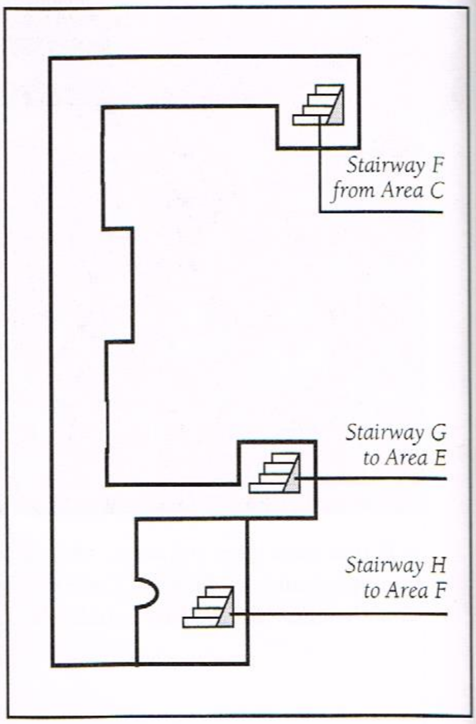
Area A



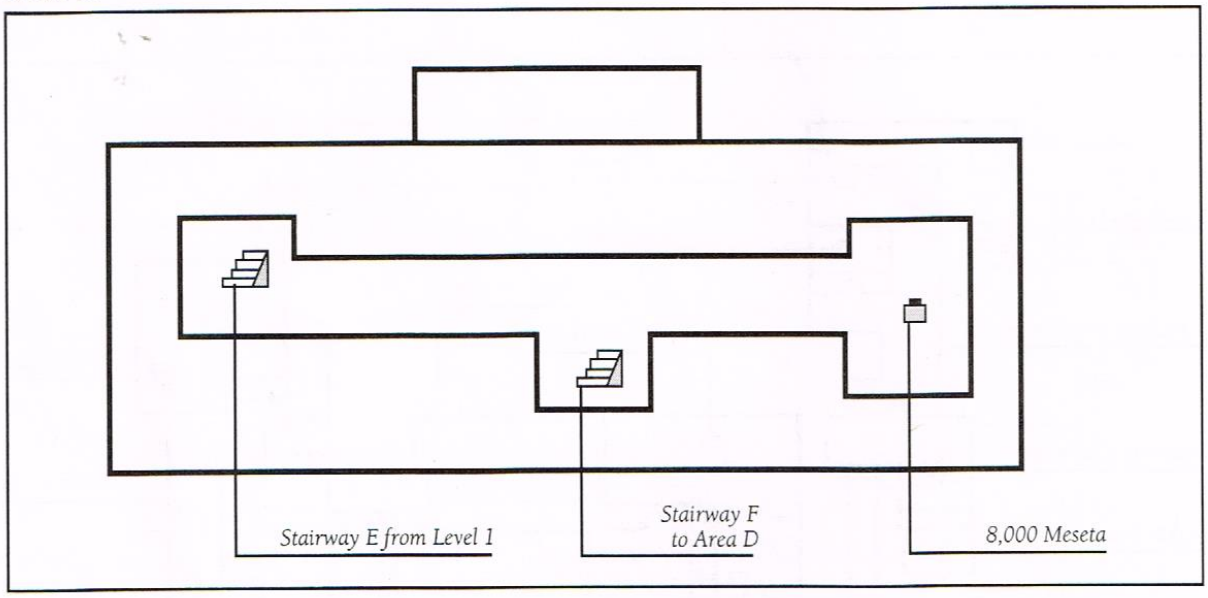
Area B


Up to 2
Swift-Helm

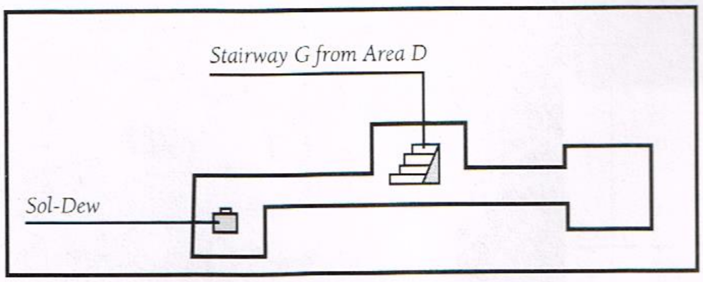
Area D


Stairway F from Area C
Stairway G to Area E
Stairway H to Area F

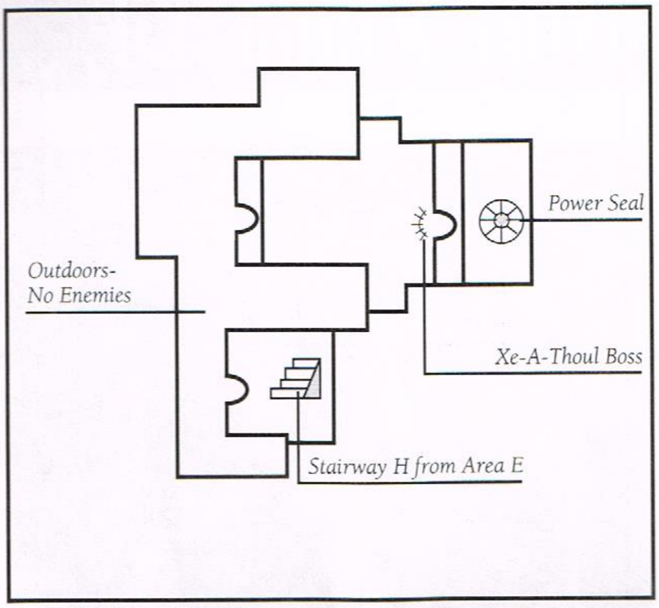
Area C

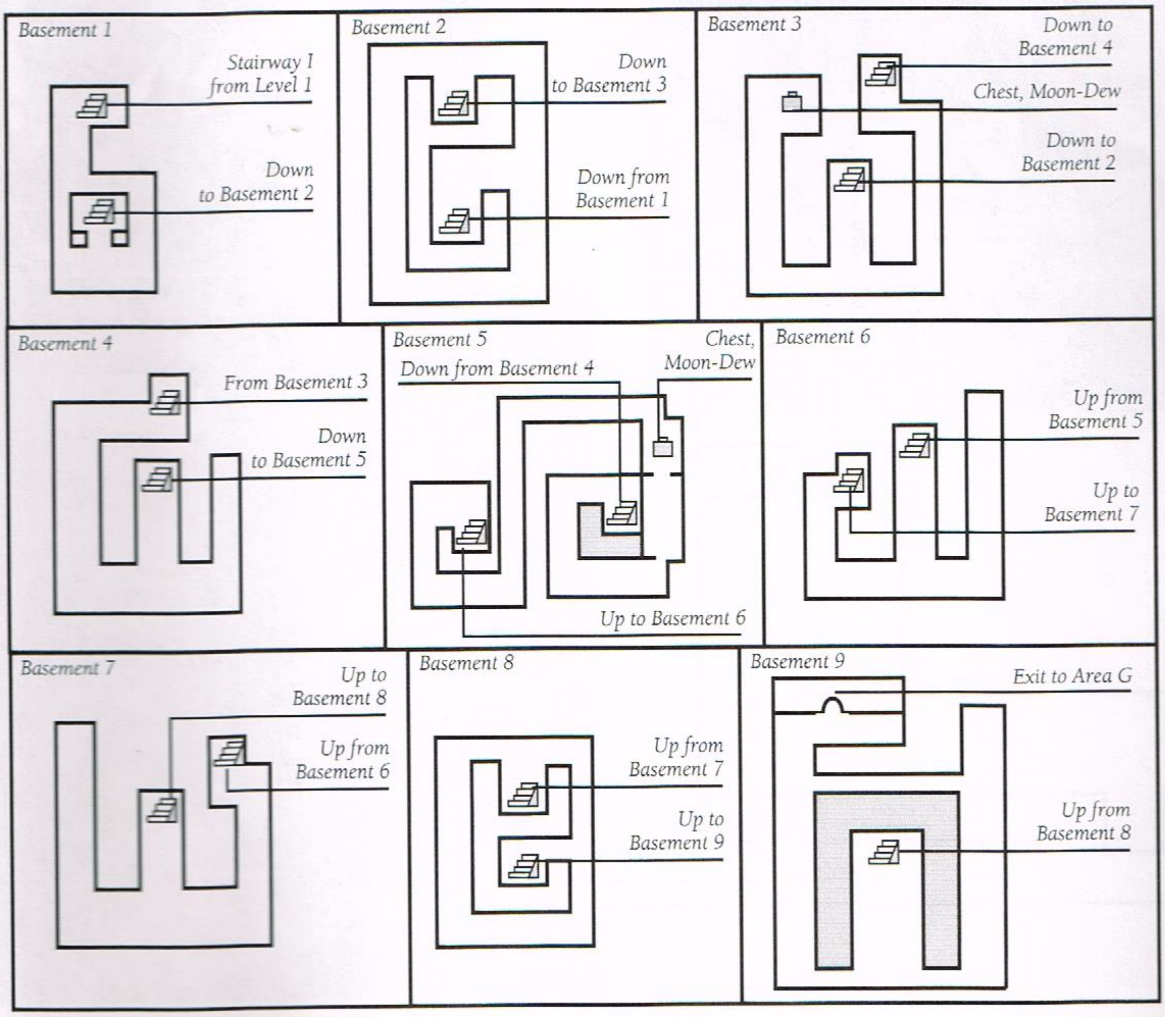

Stairway E from Level 1
Stairway F to Area D
8,000 Meseta

Area E

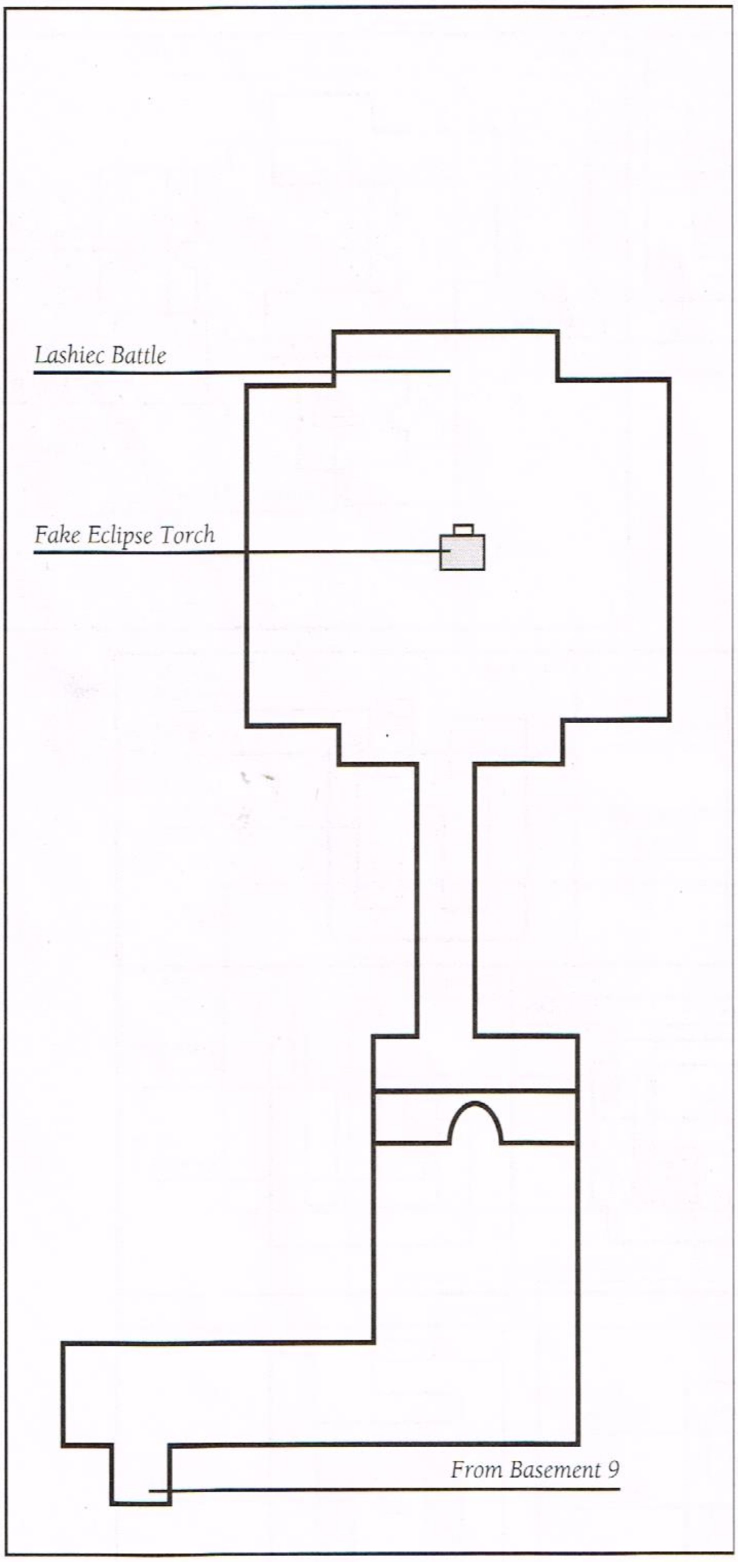

Stairway G from Area D
Sol-Dew

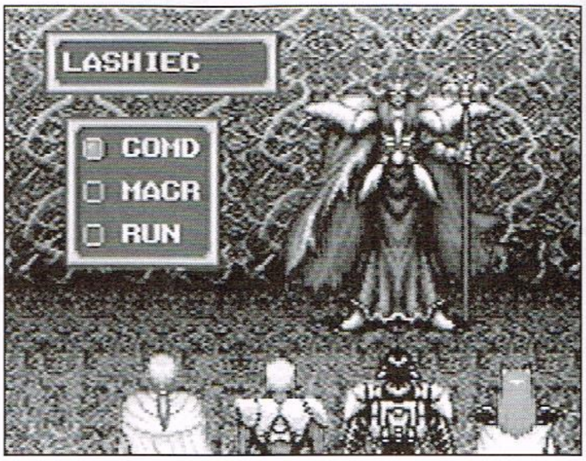
Area F


Power Seal
Outdoors-
No Enemies
Xe-A-Thoul Boss
Stairway H from Area E

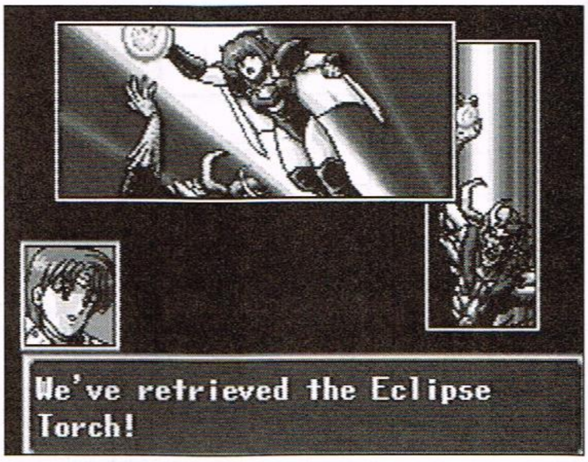

Basement 1
Stairway I from Level 1
Down to Basement 2
Basement 2
Down to Basement 3
Down from Basement 1
Basement 3
Down to Basement 4
Chest, Moon-Dew
Down to Basement 2
Basement 4
From Basement 3
Down to Basement 5
Basement 5
Chest, Moon-Dew
Down from Basement 4
Up to Basement 6
Basement 6
Up from Basement 5
Up to Basement 7
Basement 7
Up to Basement 8
Up from Basement 6
Basement 8
Up from Basement 7
Up to Basement 9
Basement 9
Exit to Area G
Up from Basement 8

Area G


Lashiec Battle
Fake Eclipse Torch
From Basement 9


LASHIEC
COMD
MAGR
RUN

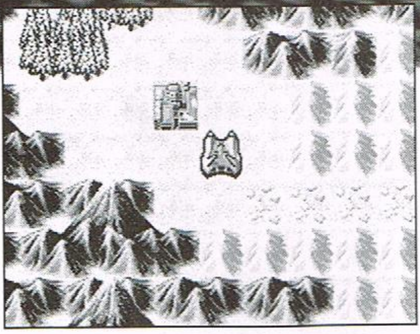
★ Blast Lashiec back to whatever hellhole he crawled out of, and Rika recovers the Eclipse Torch.



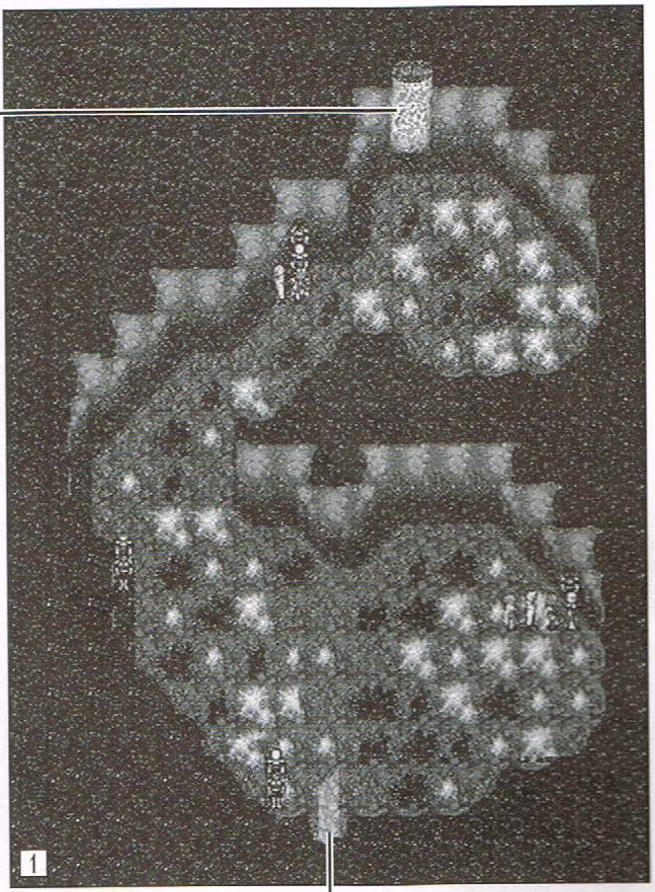
We've retrieved the Eclipse Torch!

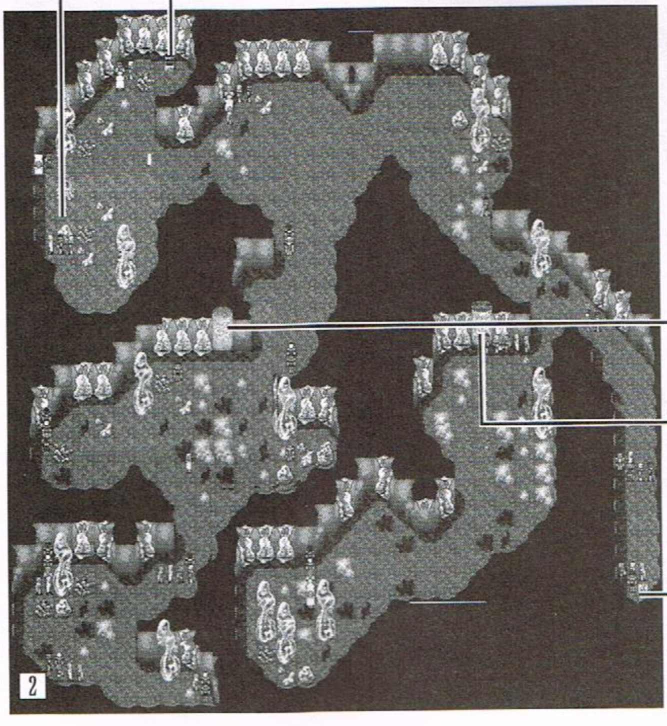
★ With the Eclipse Torch in hand, you can take out the Carnivorous Forest and head north to take out the Black Energy Wave in Garuberk Tower.

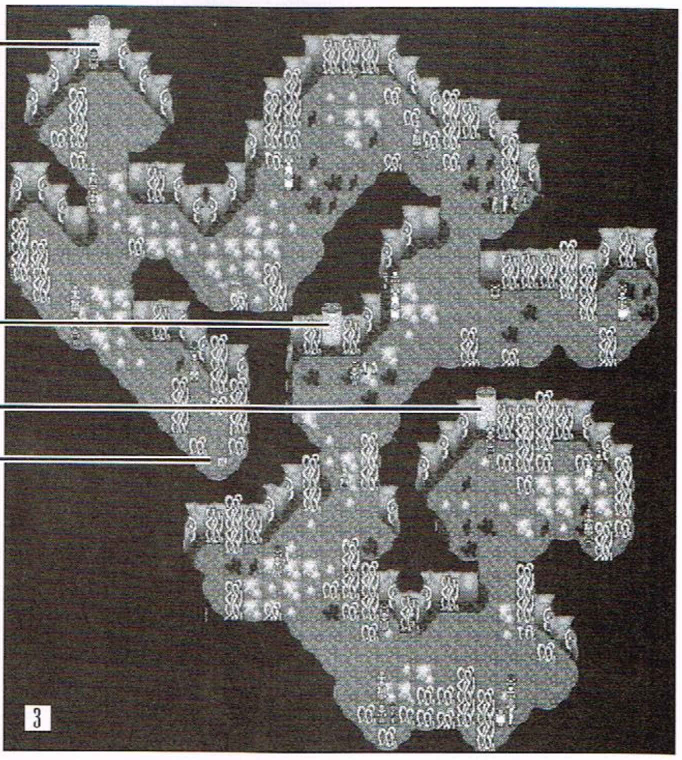
Garuberk Tower



★ You'll find the Carnivorous Forest north of the Esper Mansion. Use the Eclipse Torch to clear it out and head into the Garuberk Tower. The maps of the tower are shown after touching the Eyes, which opens levels.


Exit to 2
1
Entrance


Use Eye to open level
Trimate
Entrance from 1
Exit to 3
Pow-Shield
2

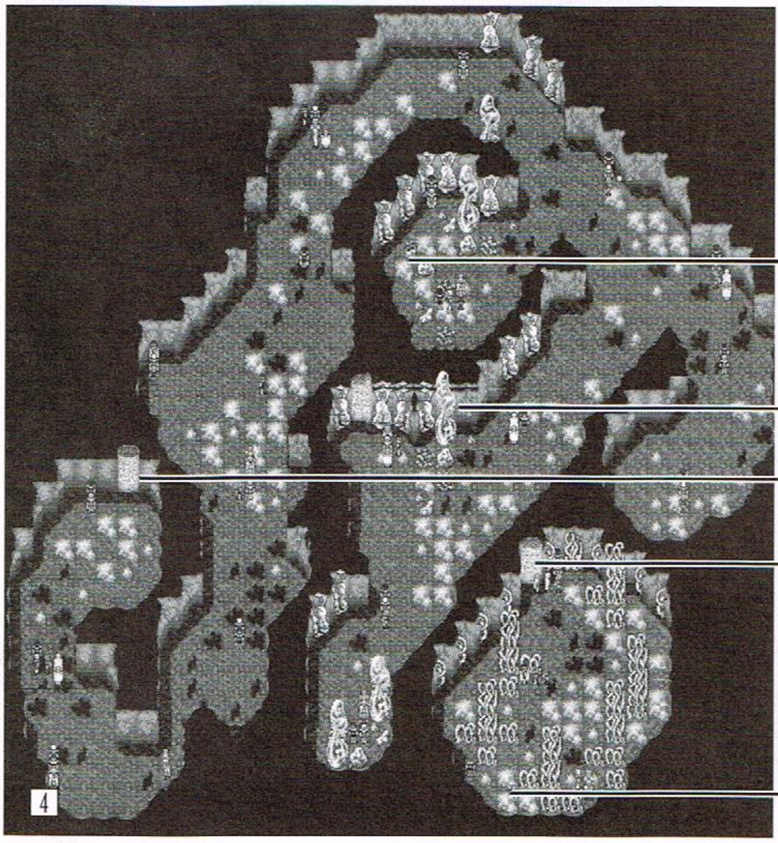


Entrance from 2

Exit to 4

Exit to 4A

Trimate



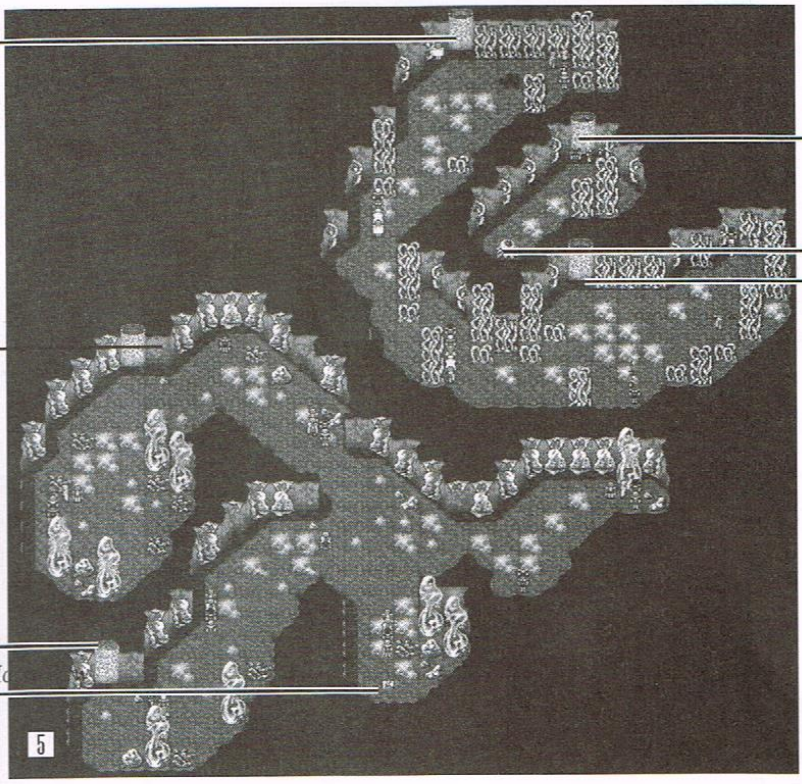
Star Dew

Entrance from 3

Exit to 5

Entrance from 3

Moonslasher



Exit to 6A

Entrance to 5A from 6

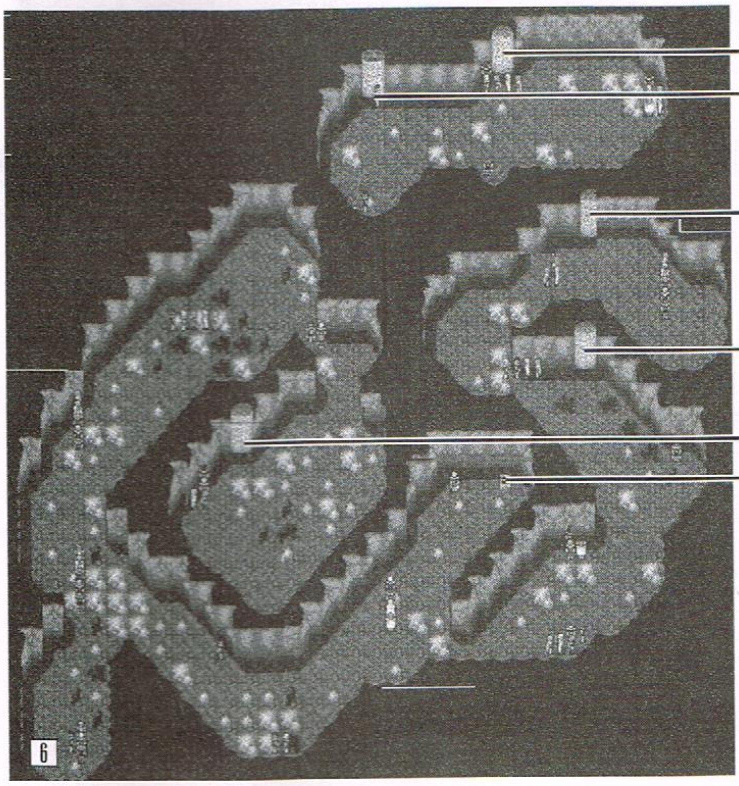
Eye to Open Level

Entrance to 5B from 6

Exit to 6

Entrance from 4

Mo



Entrance to 6A from 5

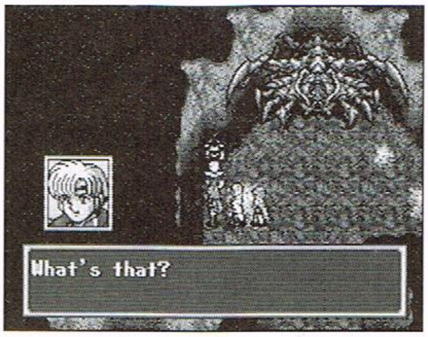
Exit to 7

Exit to 5A

Exit to 5B

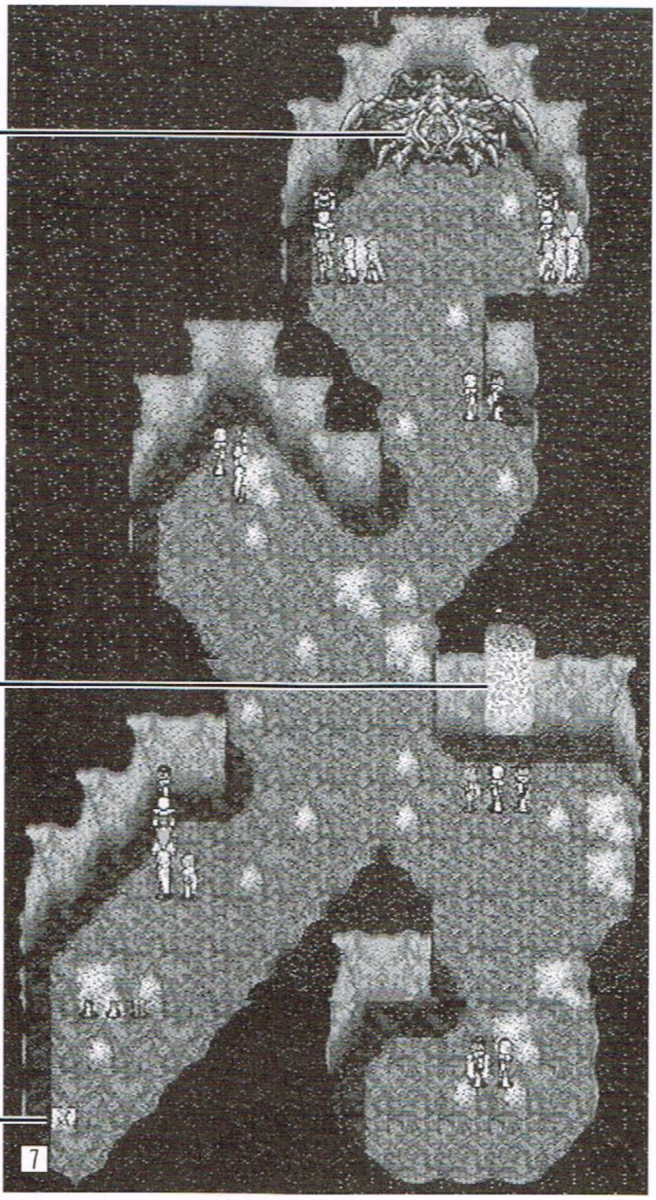
Entrance from 5

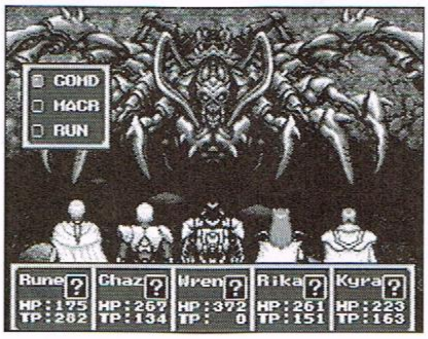
Escapipe



What's that?

✯ If you are low on HP or TP, don't head toward the boss. You can always Hinas out and come back. You're committed once you've seen, "What's that?"


Dark Force 2
Entrance from 6
Star-Dew
7


COMD
MACR
RUN

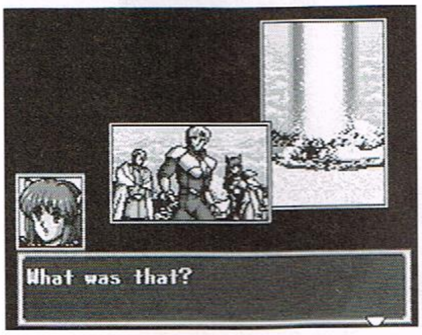
Rune	Chaz	Wren	Rika	Kyra
HP:175	HP:267	HP:372	HP:261	HP:223
TP:282	TP:134	TP: 0	TP:151	TP:163

✯ Give Dark Force 2 the pounding he deserves.

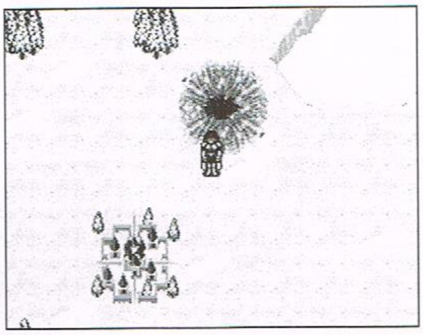
We've done it, Chaz.

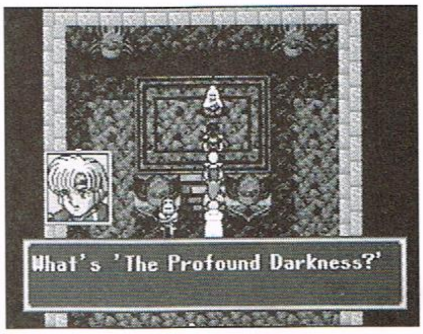
✯ You've done it! The Black Energy Wave is vanquished. You can expect the populace of Meese to recover. Good work.

Gumbious Revisited (What's Left of It)


What was that?

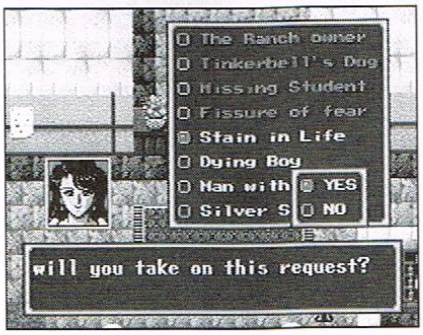
★ Looks like trouble.


★ When you get back to Gumbious, it's a smoking hole. Head in and check it out.

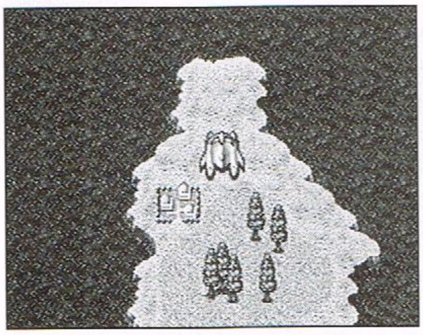

What's 'The Profound Darkness?'

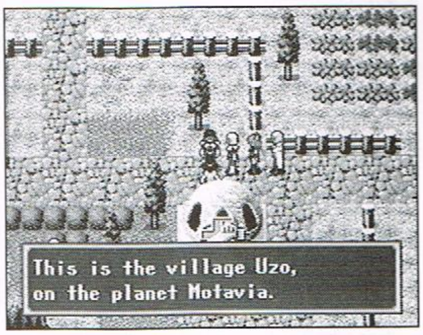
★ The High Priest gives you information about the Profound Darkness and sends you out to get the Aero-Prism. You'll now travel back to Motavia and go to the Soldier's Temple. Be aware that upon return home, you can complete the next four missions from the Hunter's Guild in Aiedo. These are not necessary to complete the game, but they're fun and worth it for EP and Meseta.

Side Quest 5: The Stain in Life


○ The Ranch owner
○ Tinkerbell's Dog
○ Missing Student
○ Fissure of fear
● Stain in Life
○ Dying Boy
○ Man with
○ Silver S
● YES
○ NO
will you take on this request?

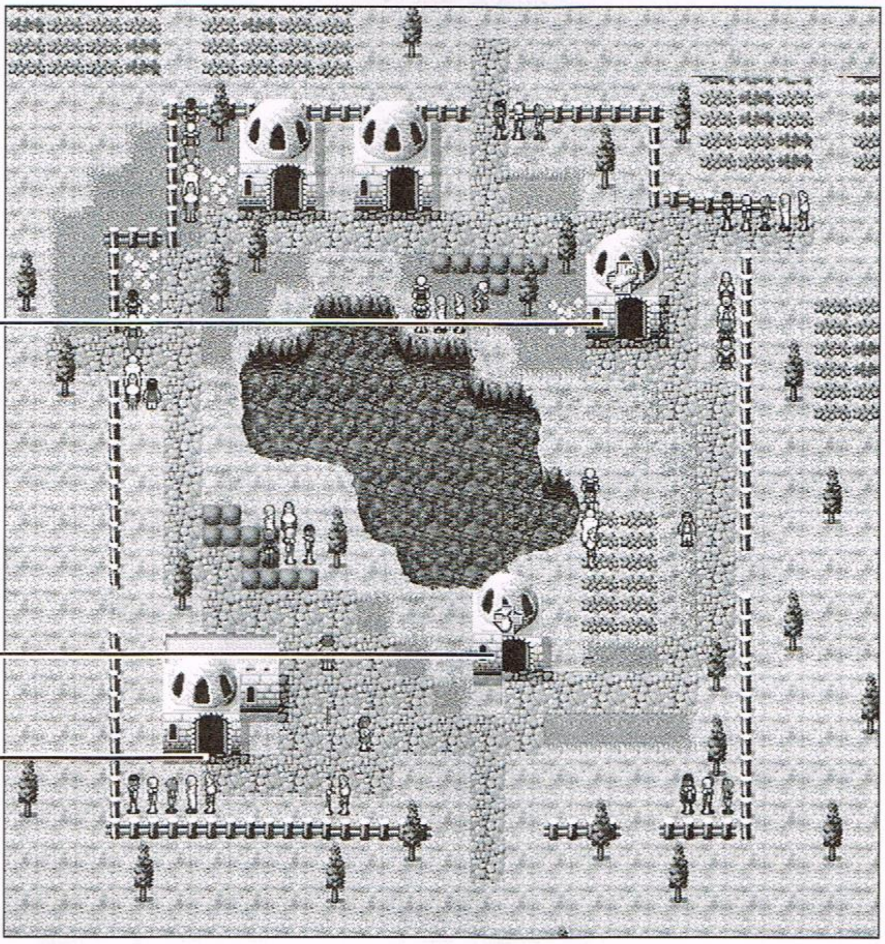
★ You'll enroll at the Hunter's Guild in Aiedo.


★ Leap into your Hydrofoil and hit the high seas in search of an island in the southwest.


This is the village Uzo, on the planet Motavia.

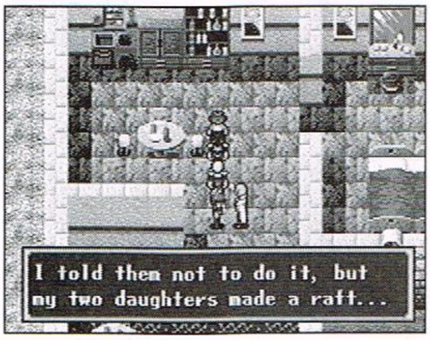
★ Welcome to the town of Uzo (this probably has nothing to do with Greek alcoholic beverages — different spelling).

UZO



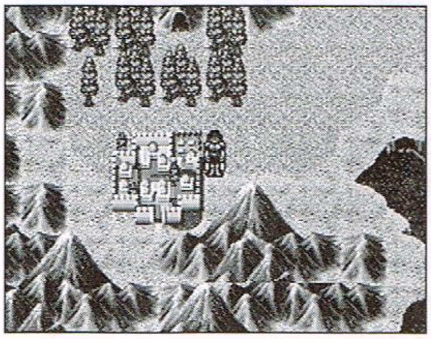
Tools Available

Trimate	400M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

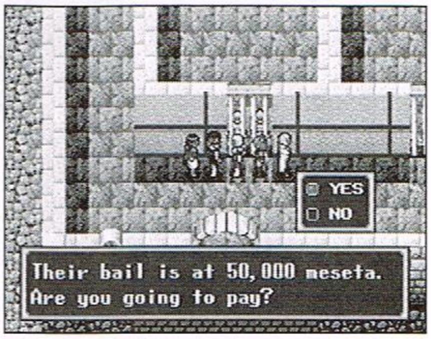


I told them not to do it, but my two daughters made a raft...

★ The father is a bit of a grouch. Talk to the mother. She will tell you her girls made a raft and floated to the mainland to go shopping.



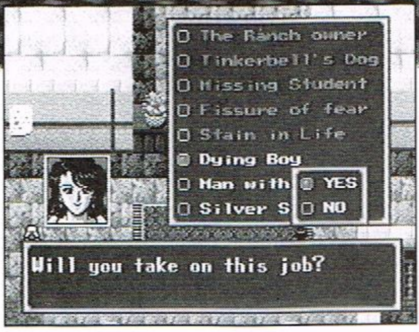
★ The best shopping on the planet is in Aiedo. Remember those girls at the Inn who hadn't the money to pay?



Their bail is at 50,000 meseta. Are you going to pay?

★ You'll find the girls in the prison to the northeast of Aiedo. Talk with the guard and the girls, then bribe the guard to get them out. It's going to cost you your whole bounty for the mission. Guess this one's a freebie. Next, you Ryuka back to the parent's house, then Ryuka back to Aiedo to replace the money you're out. Mission completed.

Side Quest 6: The Dying Boy

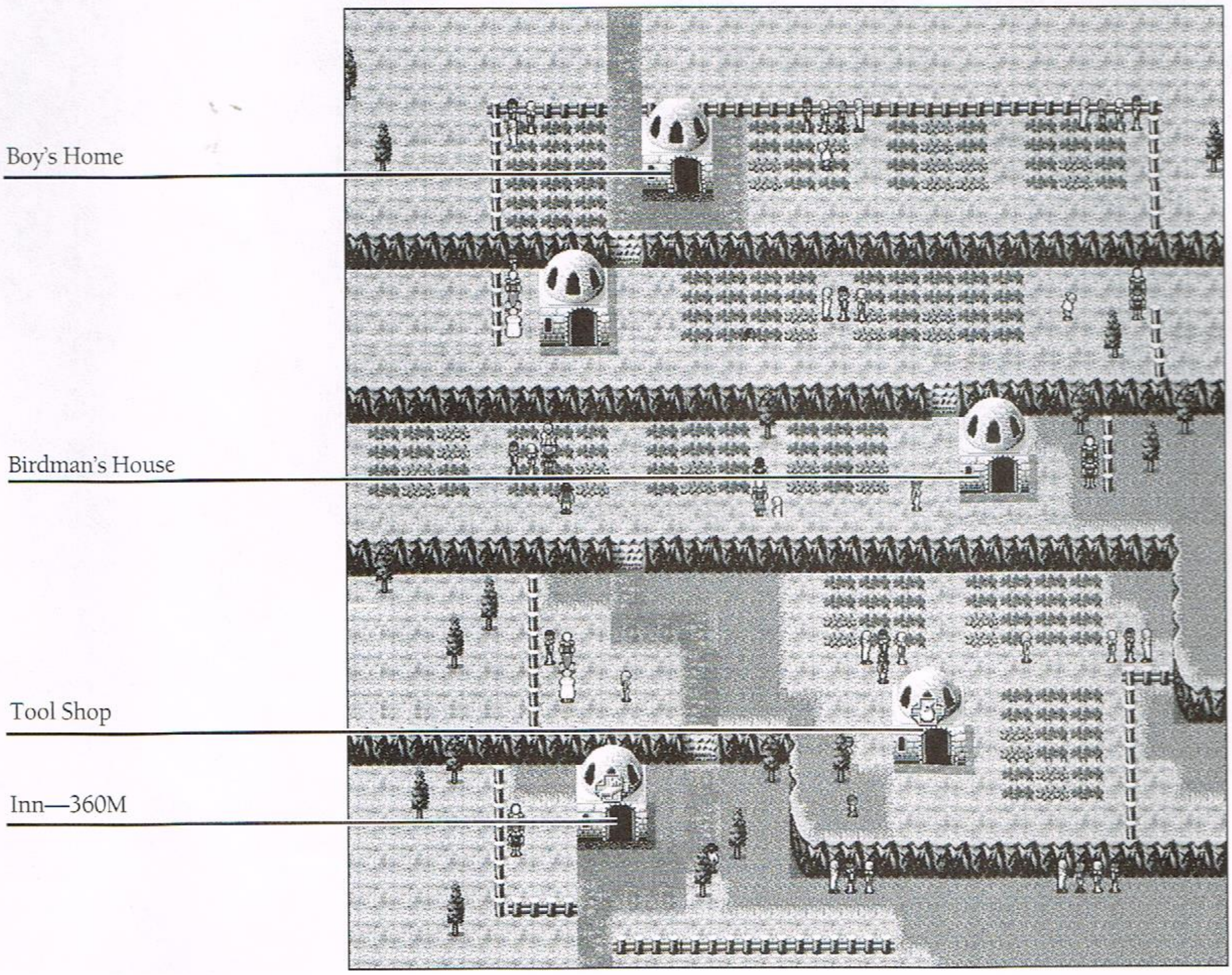

▢ The Ranch owner
▢ Tinkerbell's Dog
▢ Missing Student
▢ Fissure of fear
▢ Stain in Life
● Dying Boy
▢ Man with
▢ Silver S
● YES
▢ NO

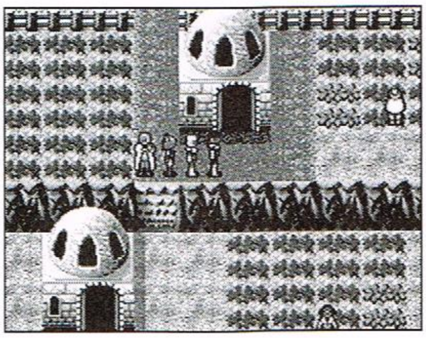
Will you take on this job?

★ Enroll for your mission at the Hunter's Guild in Aiedo. They'll tell you to go to the town of Torinco, south of Termi, via the Hydrofoil.

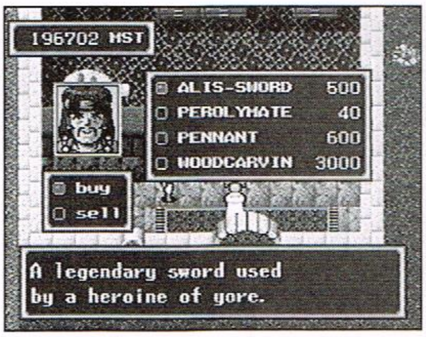
Tools Available	
Trimate	400M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

TORINCO


Boy's Home
Birdman's House
Tool Shop
Inn—360M

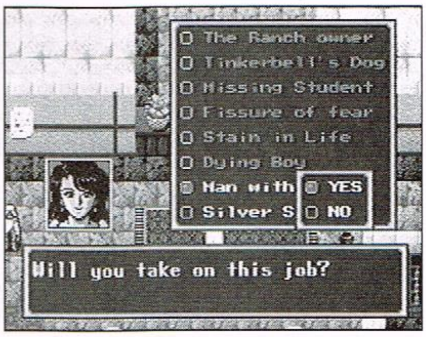


★ When you get to the boy's home, you'll find that he's not dying after all — he just thinks he is. Restore his confidence by getting him an item from the Gift Shop in Termi.


196702 MST
ALIS-SWORD 500
PEROLYMATE 40
PENNANT 600
WOODCARVIN 3000
buy
sell

A legendary sword used by a heroine of yore.

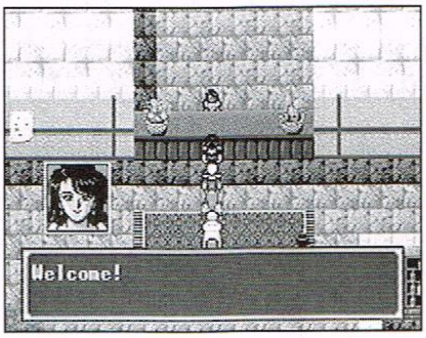
★ The Bayamare Gift Shop in Termi has the sword of the heroine (the Alis-Sword). Buy it and head back to Torinco.


The Ranch owner
Tinkerbell's Dog
Missing Student
Fissure of fear
Stain in Life
Dying Boy
Man with
Silver S
YES
NO

Will you take on this job?

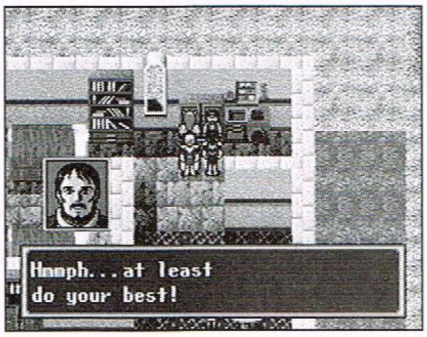
★ Give the child the Alis-Sword and he'll be just fine. Head back to the Hunter's Guild in Aiedo to collect your bounty and sign up for another mission.

Side Quest 7: A Man with a Twist



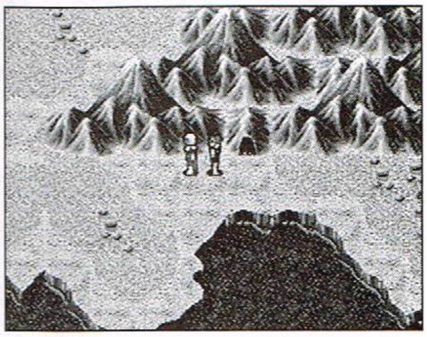
Welcome!

★ When you enroll at the Hunter's Guild, you'll find yourself heading back to the town of Torinco to see a man about a bird. (See the previous map.)



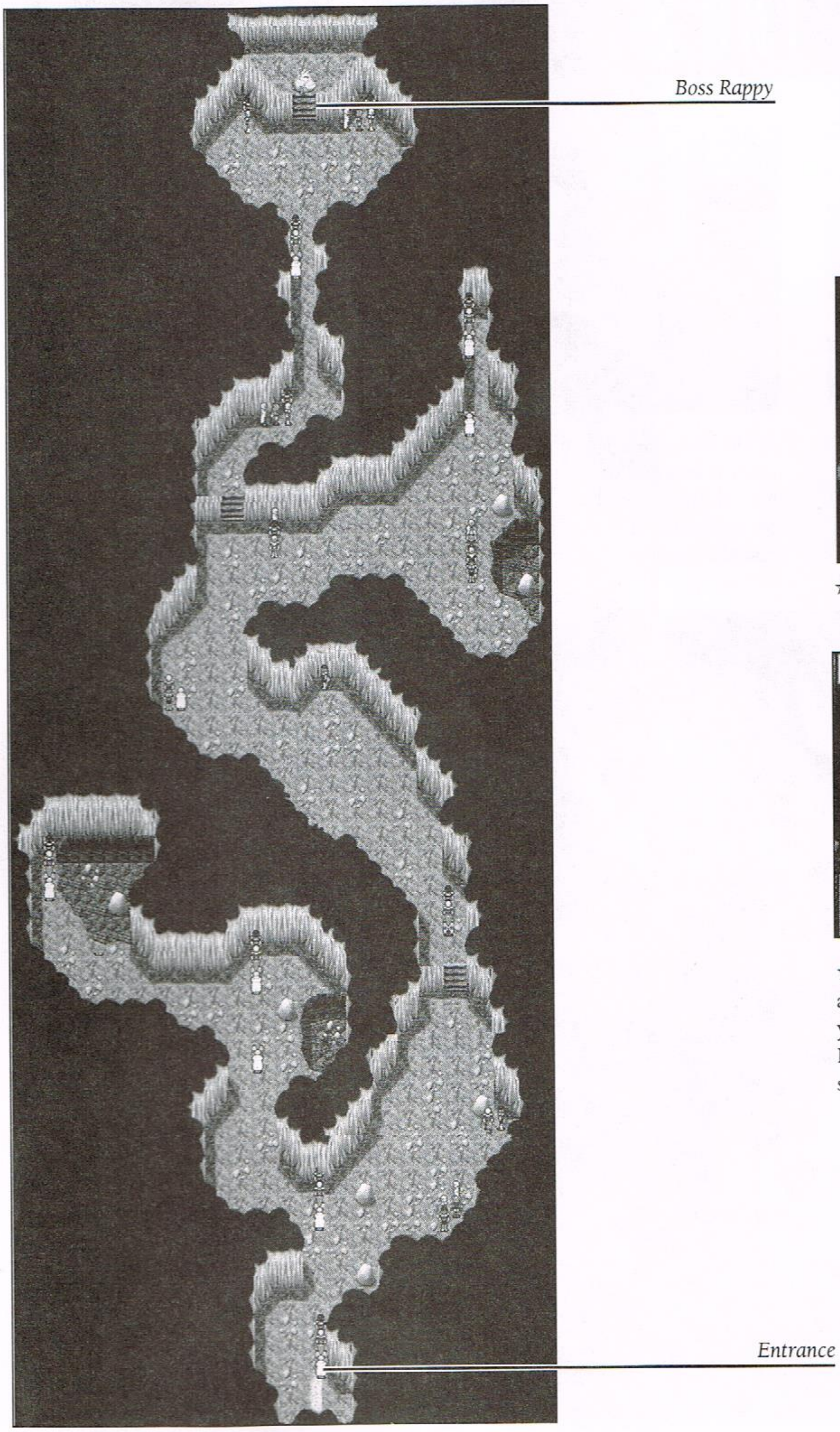
Hmmph...at least do your best!

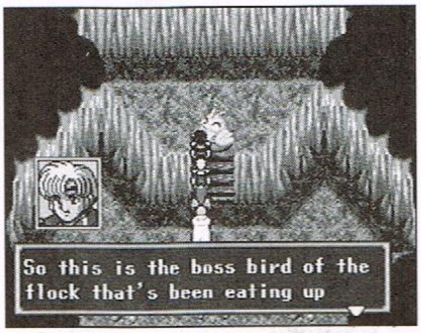
★ It seems that birds have been eating all the crops. This guy appears to have an attitude problem. Head northeast toward the cave.



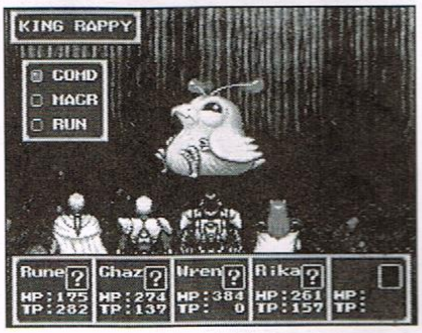
★ Welcome to the Rappy Cave. Head on in!

RAPPY CAVE


Boss Rappy
Entrance


So this is the boss bird of the flock that's been eating up

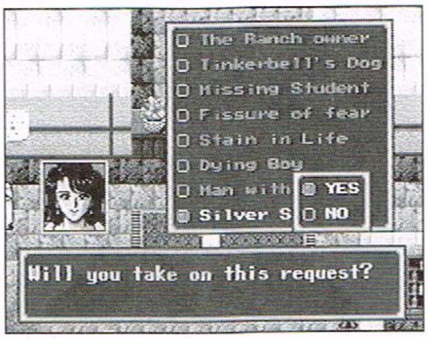
★ There's the culprit. Get him!


KING RAPPY
COMD
MACR
RUN

Rune HP:175 TP:282
Ghaz HP:274 TP:137
Wren HP:384 TP: 0
Rika HP:261 TP:157
HP: TP:

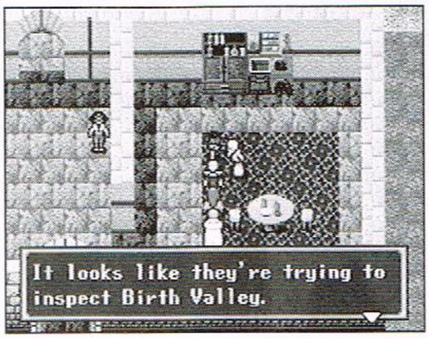
★ Take out the King Rappy…well, almost. The man who hired you will stop you and — gee, why give it away? Mission complete. Head back for the next side quest.

Side Quest 8: The Silver Soldier


The Ranch owner
Tinkerbell's Dog
Missing Student
Fissure of fear
Stain in Life
Dying Boy
Man with
Silver S
YES
NO

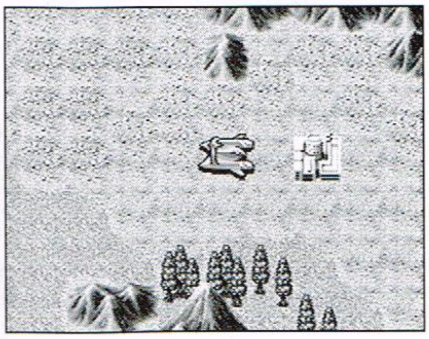
Will you take on this request?

★ Enroll at the Guild and you'll be sent to see an old fella in the northeast of the town of Zema.



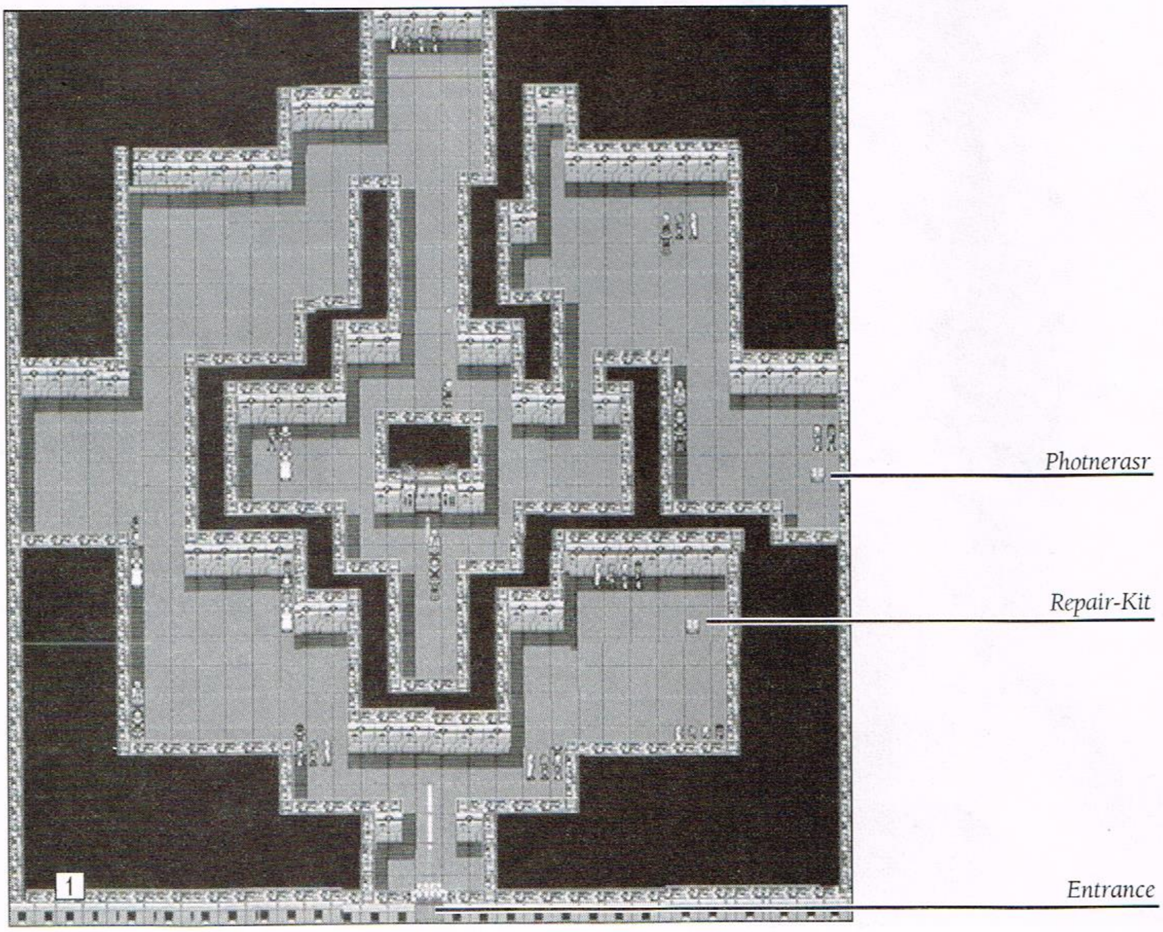
It looks like they're trying to inspect Birth Valley.

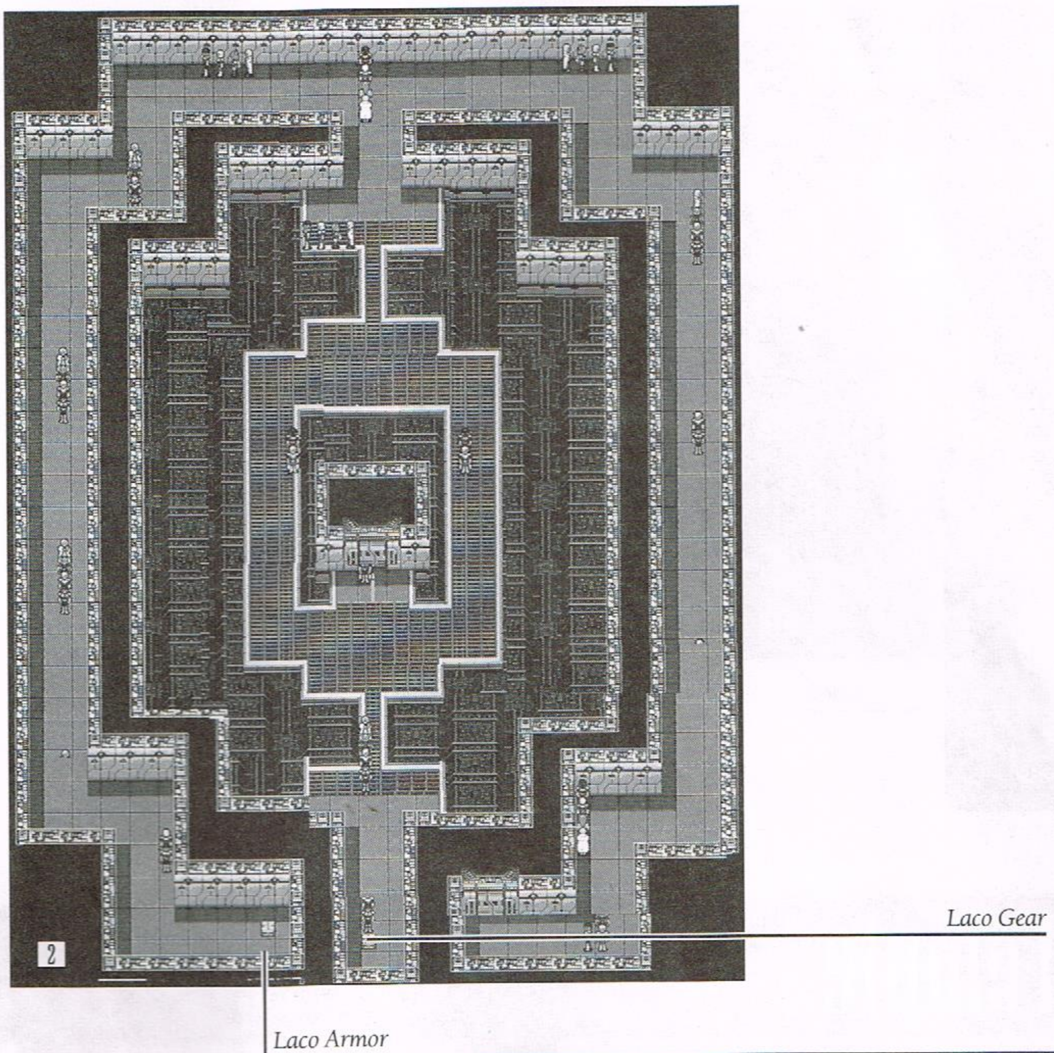
★ Machines have been terrorizing the town. It looks as though they want to inspect Birth Valley. Talking with one of the townsfolk will lead you to the northeast of the planet.

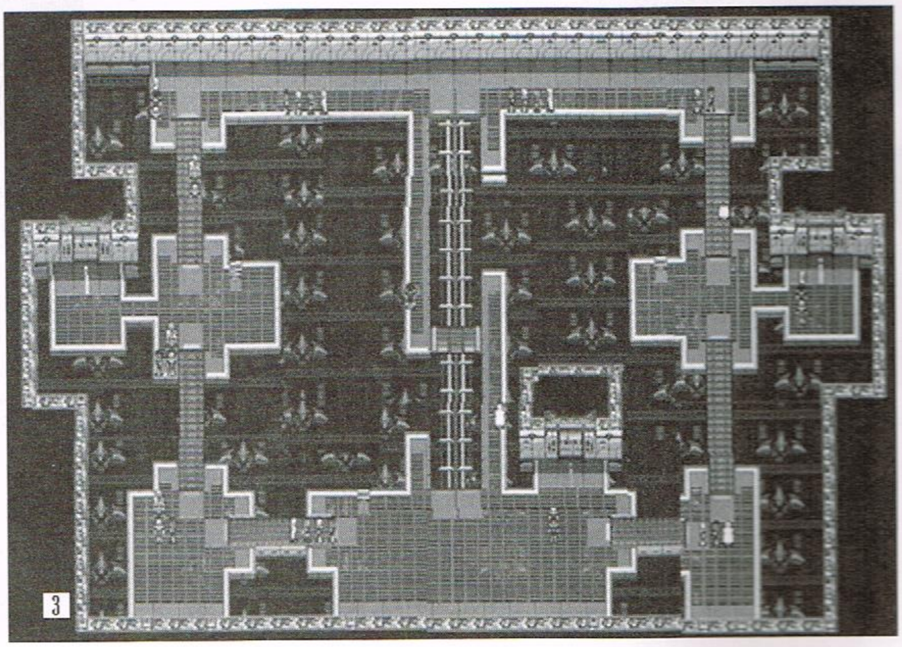


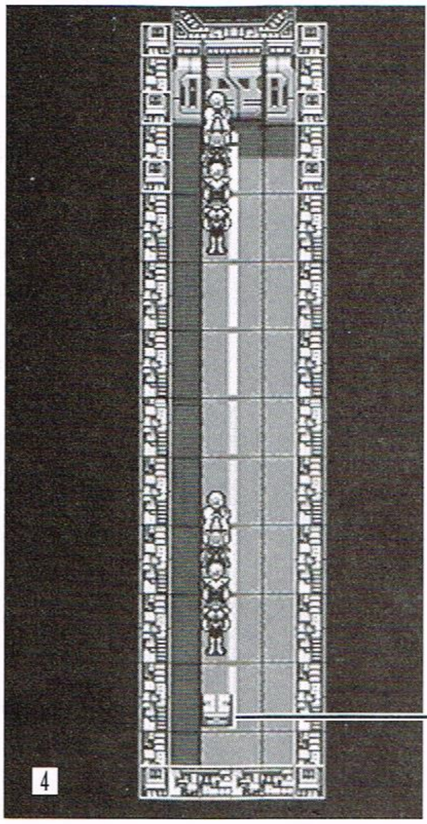
★ Use your Hydrofoil to go to a new machine center in the far northeastern reaches of Motavia.

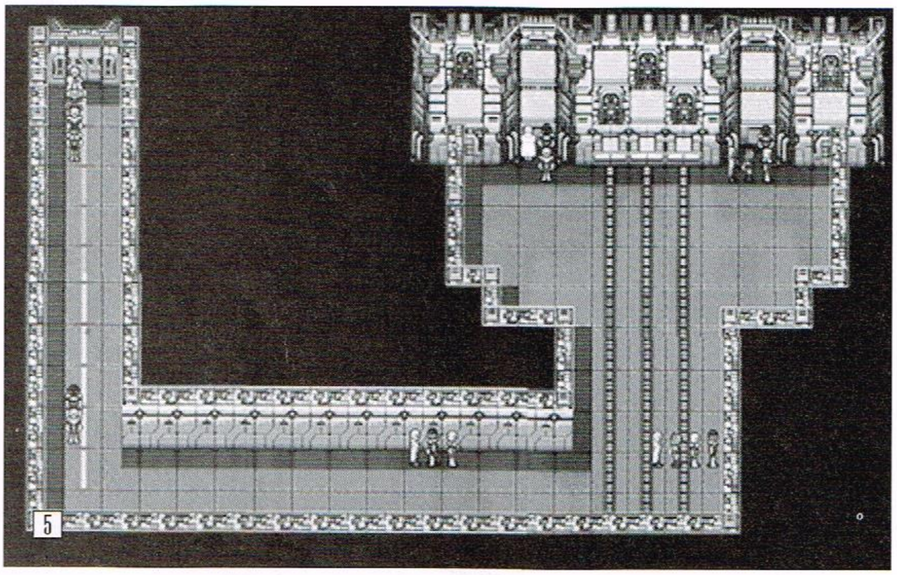
ZEMA


Photnerasr
Repair-Kit
Entrance
1


2
Laco Gear
Laco Armor


3

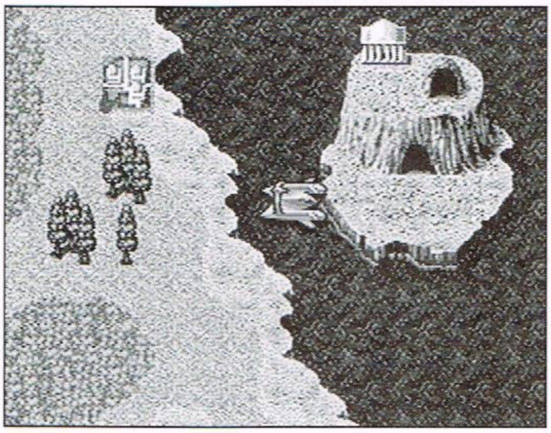




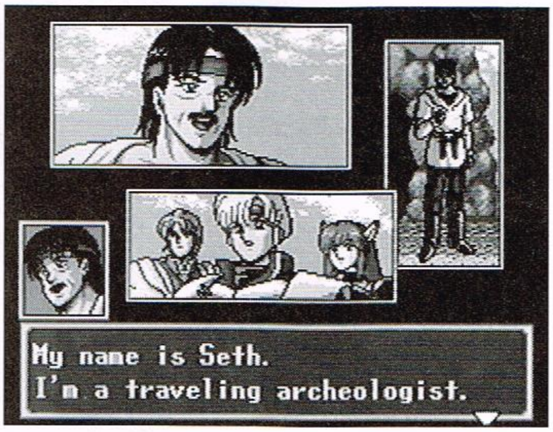
FAULTY COMPUTER

★ Stopping the machines of Vahal Fort means turning off a faulty computer in Level 4. This done, all your missions for the Hunter's Guild are complete.

Soldier's Temple



★ Take the Hydrofoil from Krup to the island next door. This is the entrance to the Soldier's Temple.



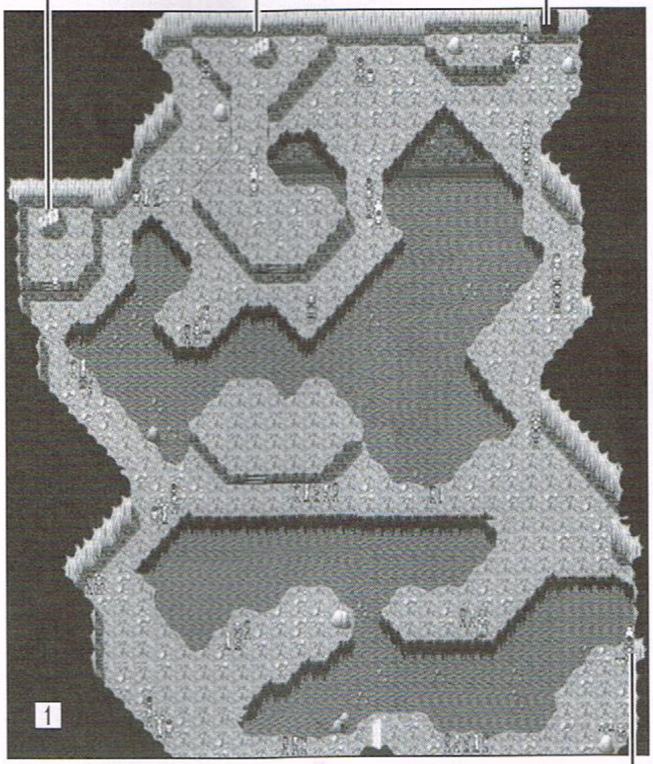
My name is Seth.
I'm a traveling archeologist.

★ Upon entering, you'll meet Seth, a traveling archeologist. He offers to join you.

Exit to 1B

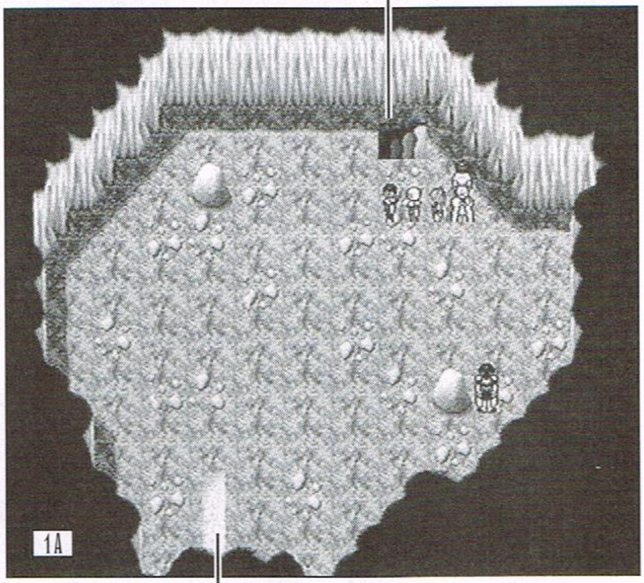
Exit to 2

To 1A

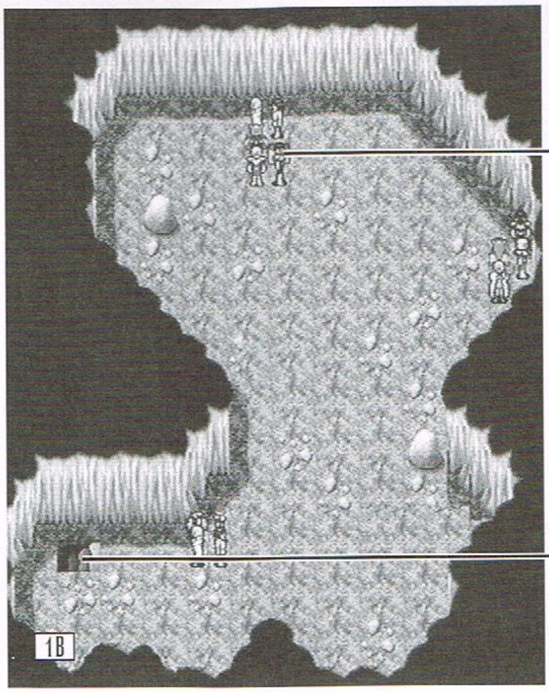


Escapipe

Exit to 1C



Exit to 1

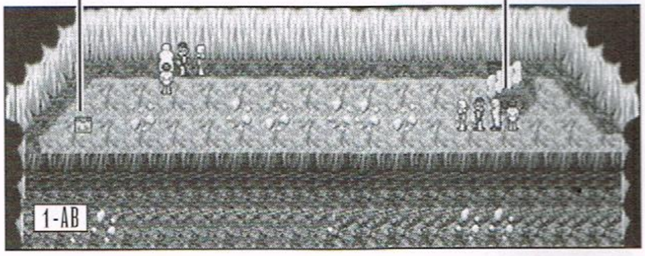


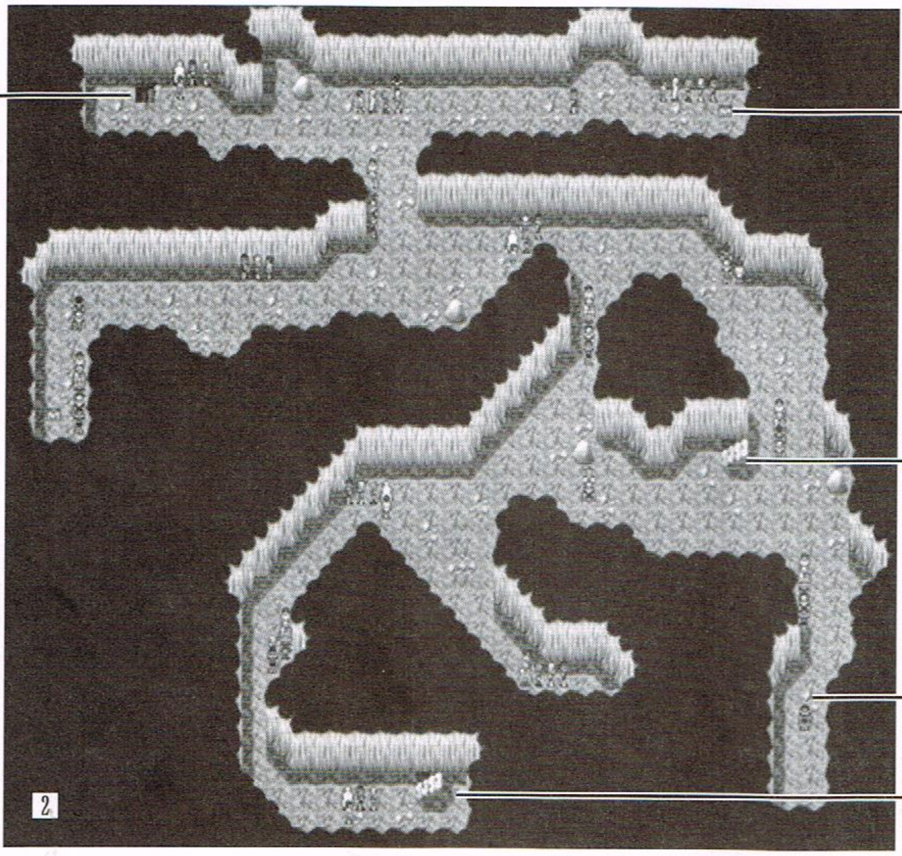
Sol-Dew

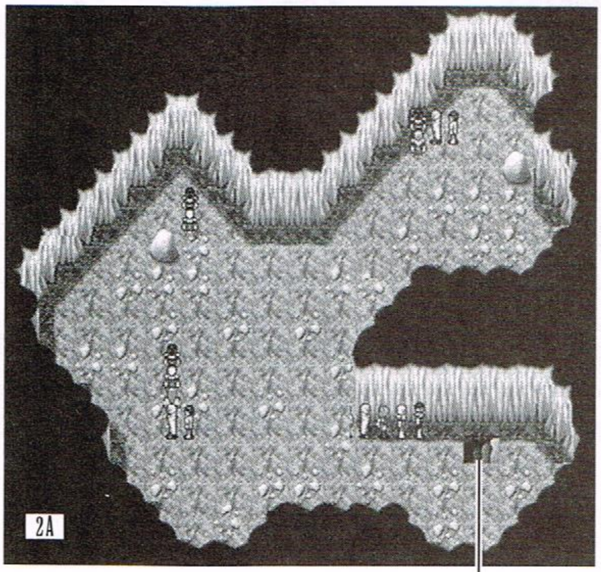
Entrance from 1

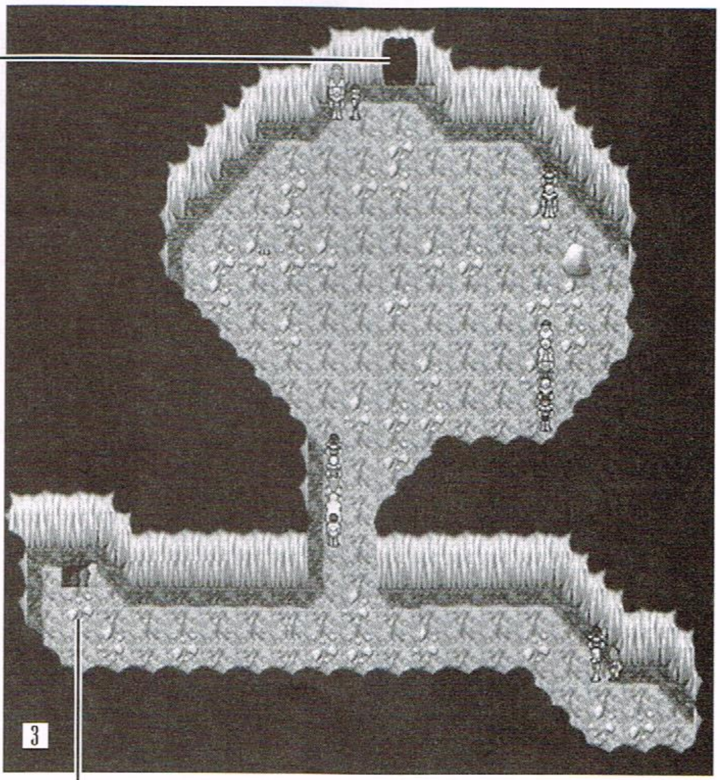
Trimate

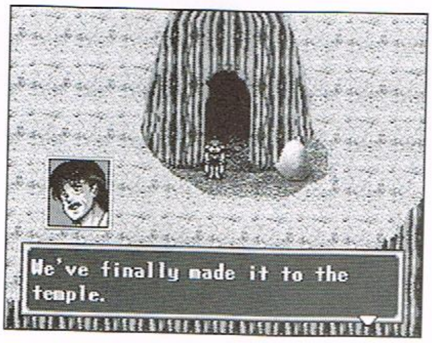
Entrance from 1-A




Entrance from 1
Moon-Dew
Exit to 2A
Star-Dew
Exit to 3
2

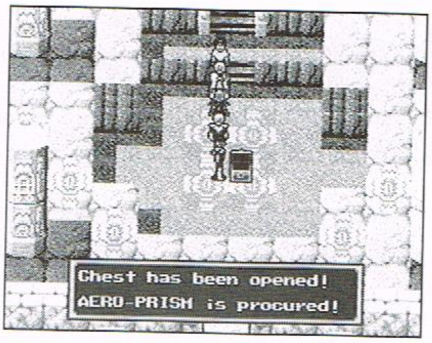

2A
Entrance from 2


Exit to Temple
3
Entrance from 2



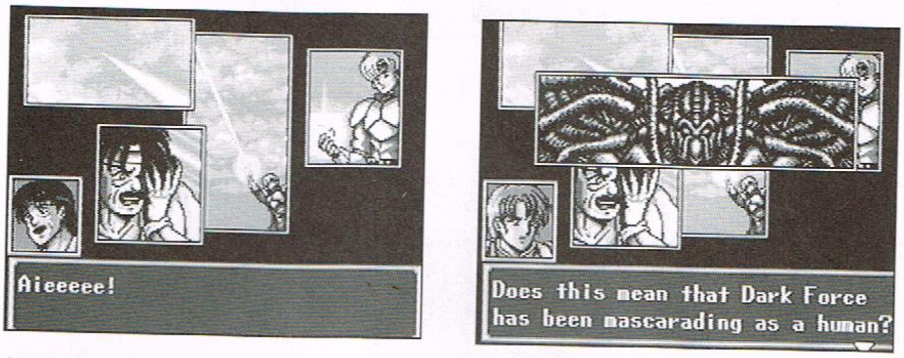
We've finally made it to the temple.

★ You've made it to the Soldier's Temple.



Chest has been opened!
AERO-PRISM is procured!

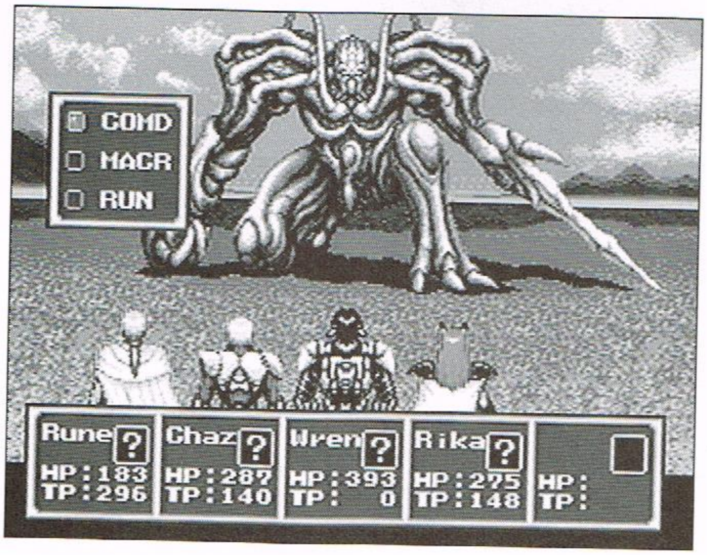
★ There. You now have the Aero-Prism.



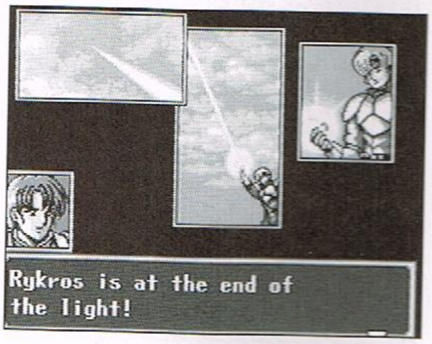
Aieeeee!

Does this mean that Dark Force has been mascarading as a human?

★ While exiting, Seth goes through some serious changes. It looks like he's Dark Force 3 incognito!


COMD
MACR
RUN
Rune HP:183 TP:296
Chaz HP:287 TP:140
Wren HP:393 TP: 0
Rika HP:275 TP:148
HP: TP:

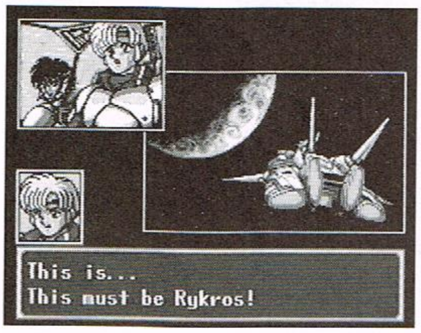
★ It's your final battle with Dark Force (you hope). This third incarnation will take all your might to beat.



Rykros is at the end of the light!

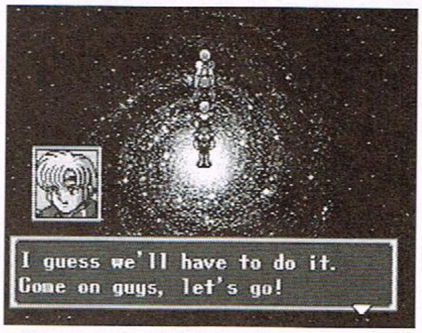
★ Once you've beaten Dark Force 3, the Aero Prism goes to work and points out a place called Rykros.

Rykros



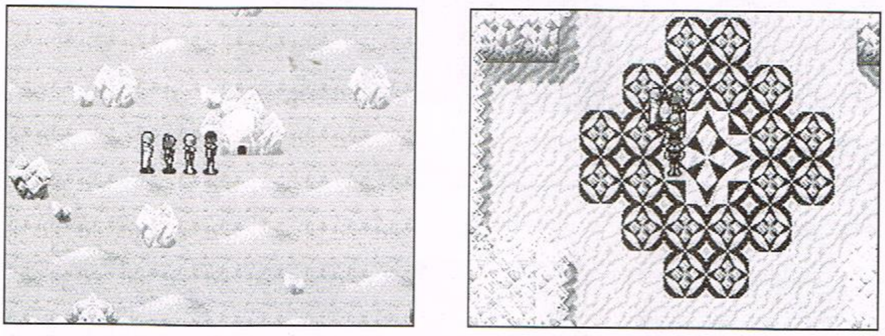
This is...
This must be Rykros!

★ Follow the Aero-Prism's directions to Rykros.

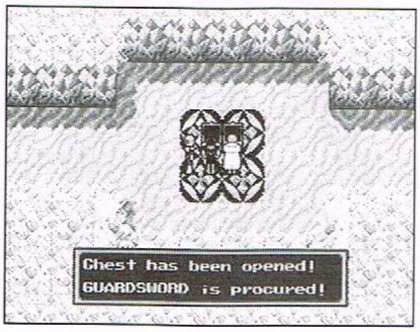


I guess we'll have to do it.
Come on guys, let's go!

★ The guardian of Rykros (a guy named Le Roof) offers you a challenge: Come back with items from the Strength and Courage Towers, and he'll consider your worth.



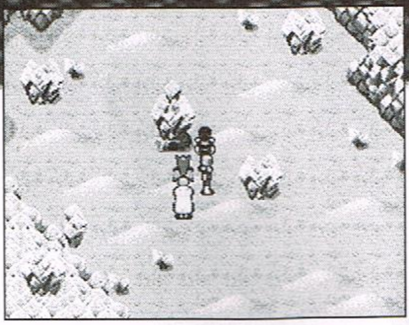
★ While visiting Rykros, enter the Silence Temple and walk across the Power Seal on the floor to restore all HP and TP. This works every time you need it.



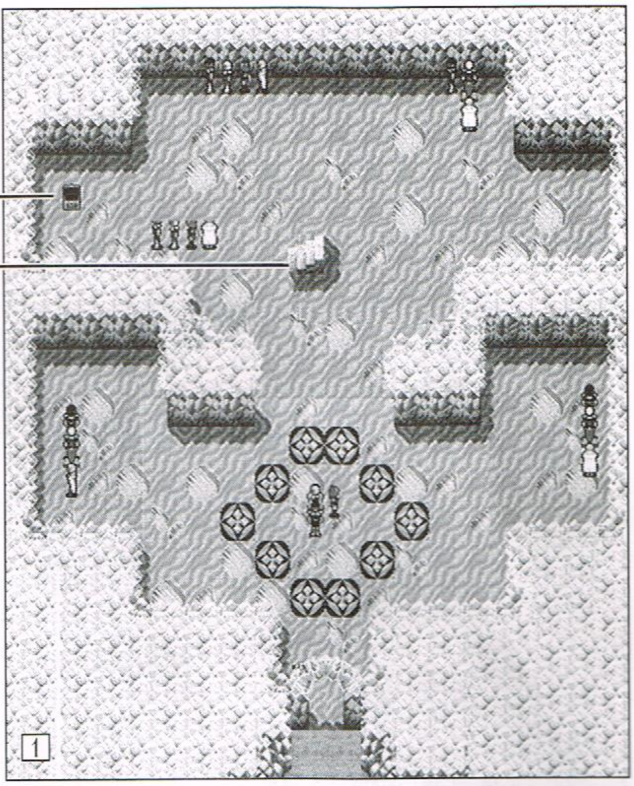
Chest has been opened!
GUARDSWORD is procured!

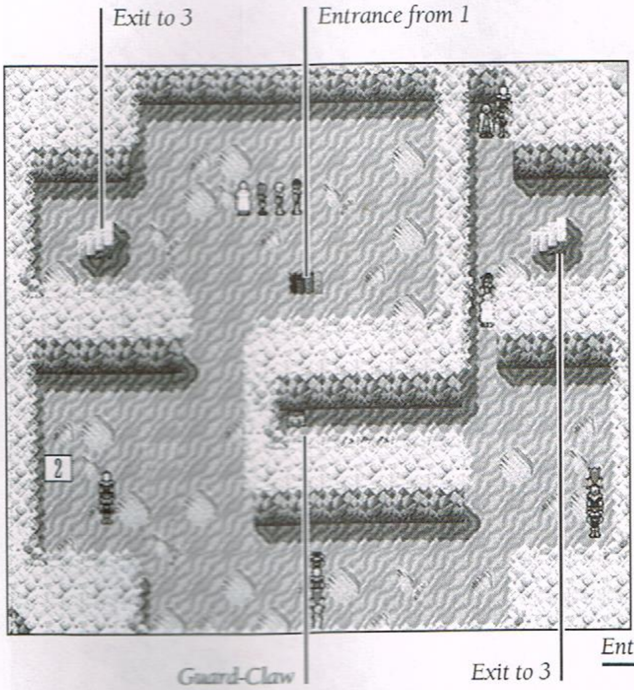
★ There are four chests in the Silence Temple. They contain a Guard-Sword, a Guard-Shield, Trimate, and a Telepipe.

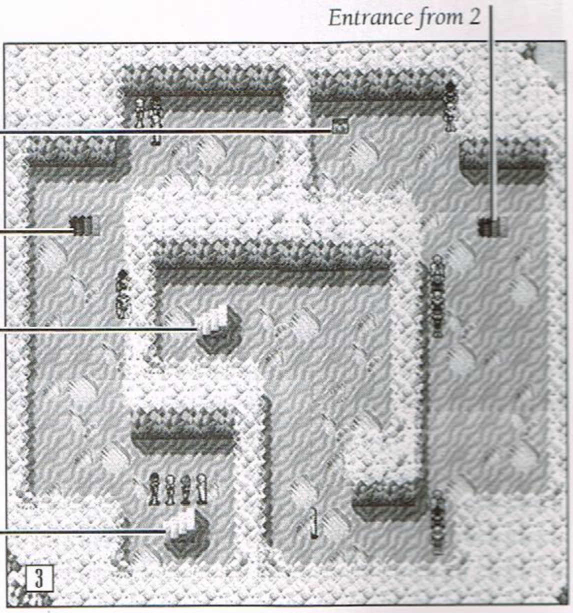
Strength Tower

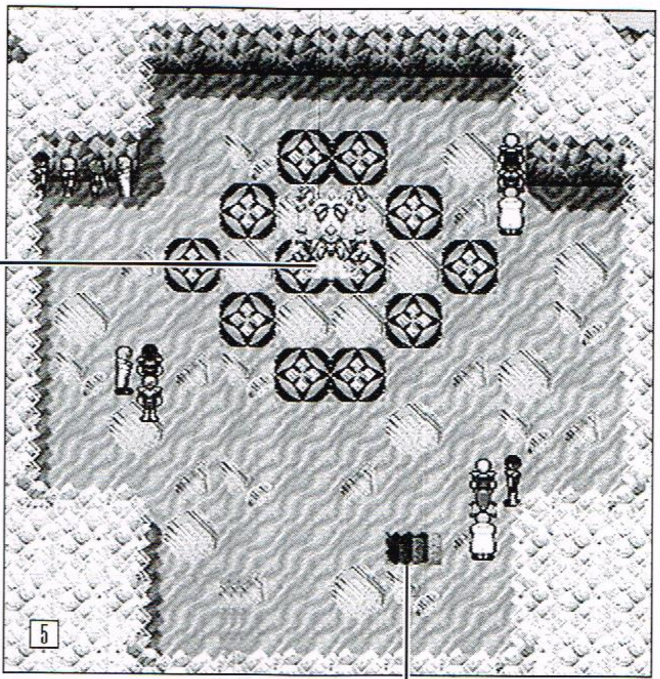


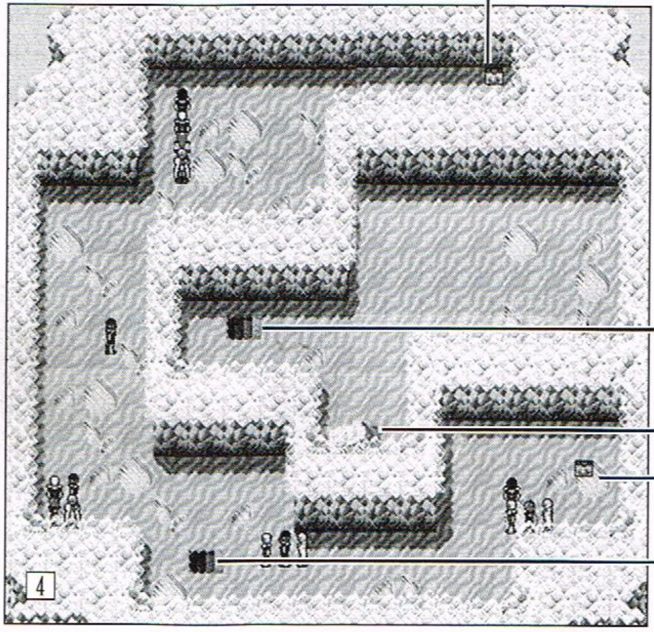
★ You'll find Strength Tower in the northwest of Rykros.

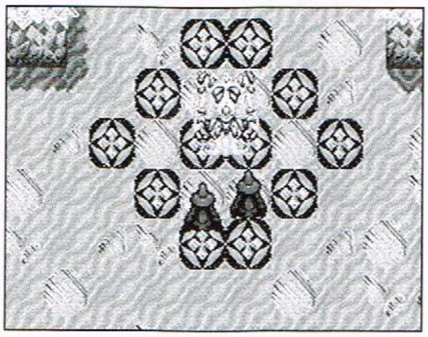

Moon-Dew
Exit to 2
1


Exit to 3
Entrance from 1
2
Guard-Claw
Exit to 3

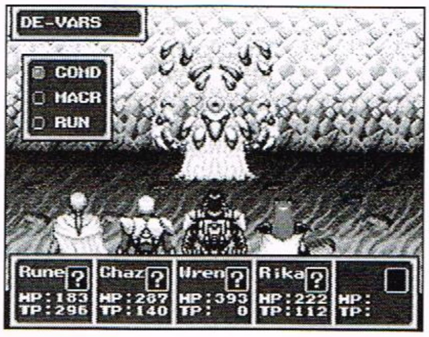

Entrance from 2
Moon-Dew
Entrance from 2
Exit to 4
Exit to 4
3


5
Boss De-Vars
Entrance from 4


4
Guard-Claw
Entrance from 3
Exit to 5
Guard-Rod
Entrance from 3

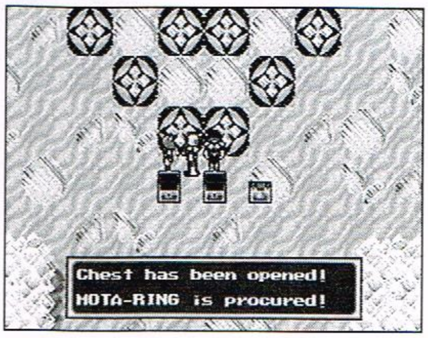


★ When you get to the top of Strength Tower, you'll watch the group ahead of you get blasted by the boss. This may not do much for your confidence. Go for it anyway.


DE-VARS
COND
MACR
RUN

Rune HP:183 TP:296
Chaz HP:207 TP:140
Wren HP:393 TP: 0
Rika HP:222 TP:112
HP: TP:

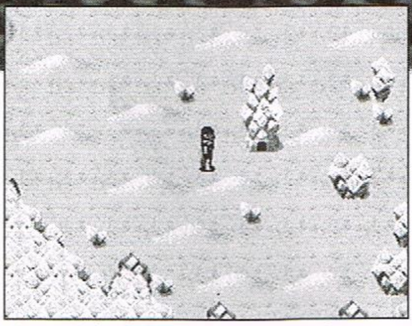
★ Take out De-Vars using Wren's Flare and Chaz's Rayblade while having Rika deal with your party's health. If you run out of Rayblade, use Nathu and Rune's Legion.



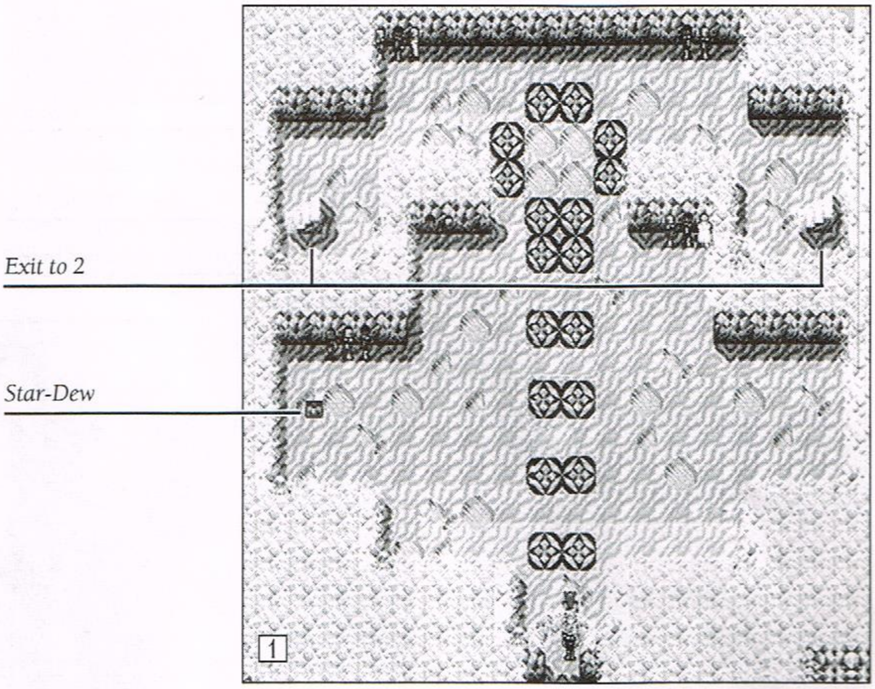
Chest has been opened!
MOTA-RING is procured!

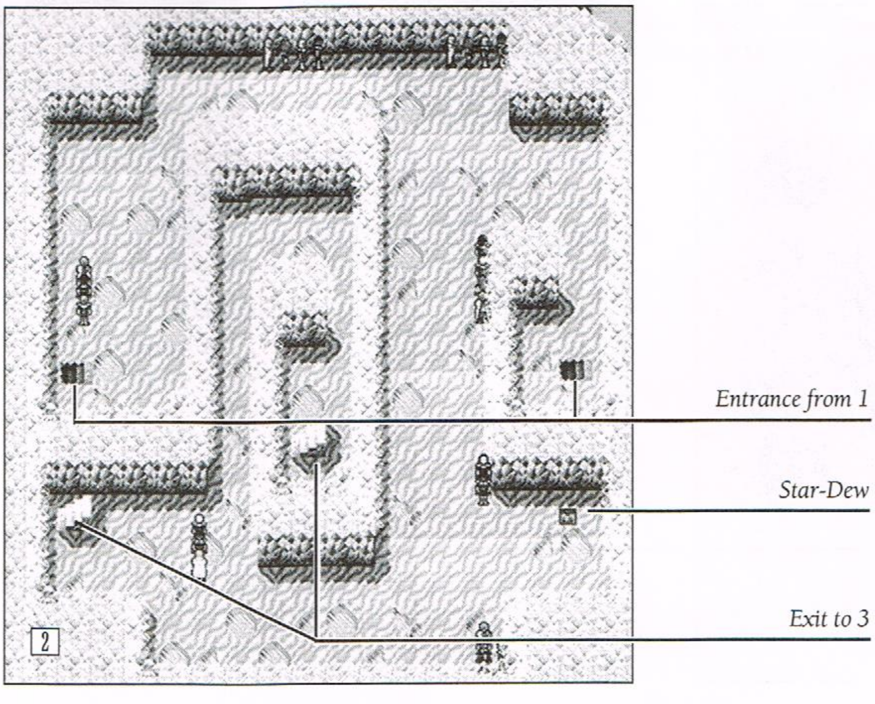
★ Once De-Vars is beaten, three chests will appear. They contain the Mota-Ring, the Dezo-Ring, and the Palma-Ring. It's now on to Courage Tower.

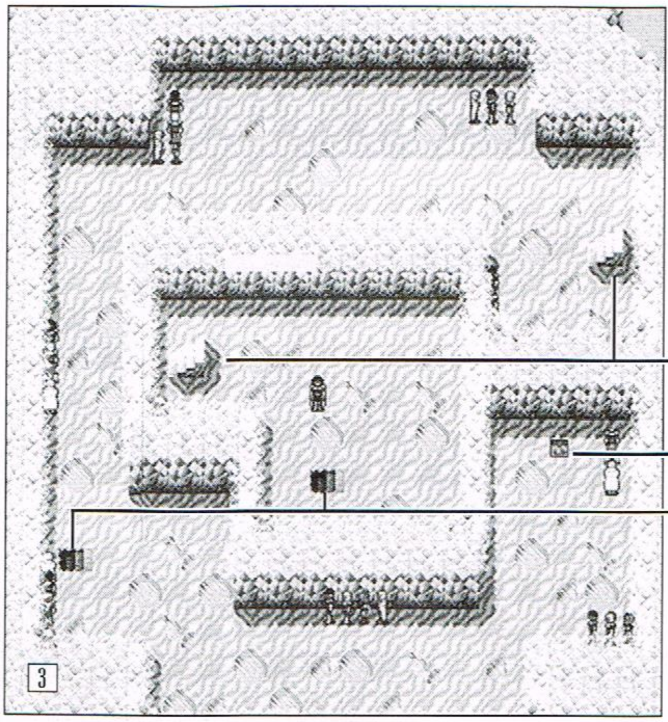
Courage Tower



★ You'll find Courage Tower in the southeastern portion of Rykros.


Exit to 2
Star-Dew
1

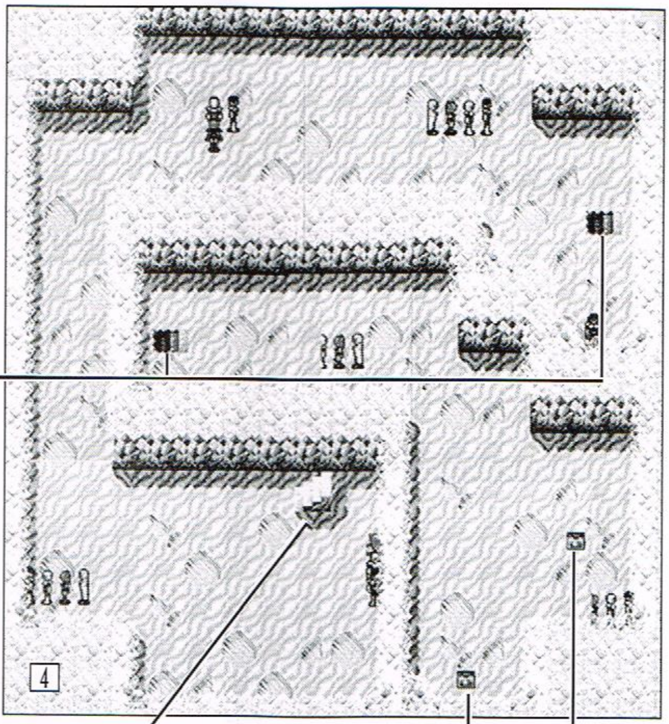

Entrance from 1
Star-Dew
Exit to 3
2


3

Exit to 4

Guard-Robe

Entrance from 2

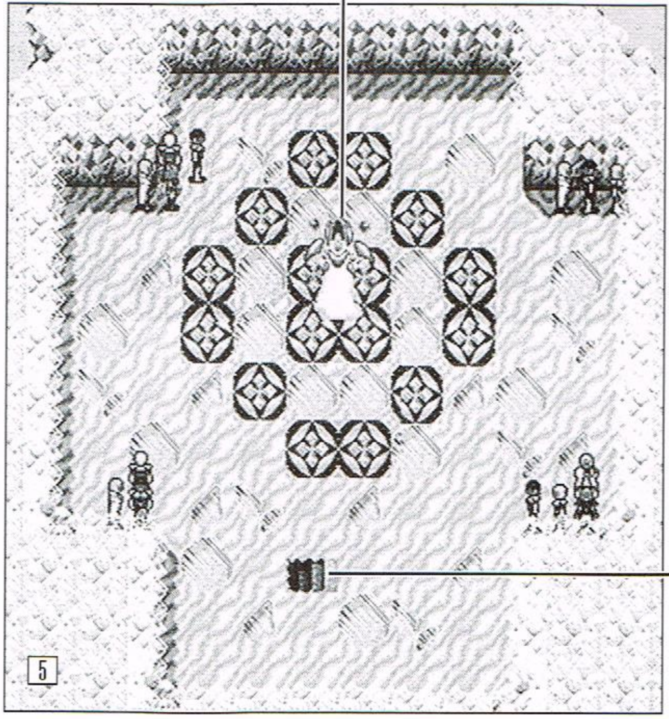

4

Entrance from 3

Exit to 5

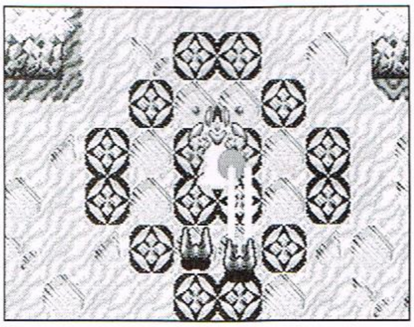
Guard-Mail

Guardarmor

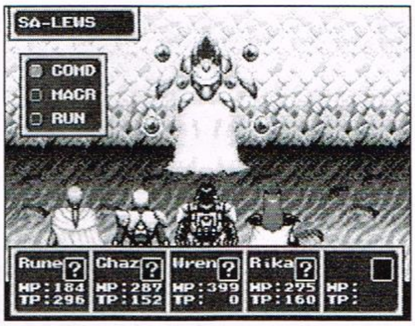

5

Boss Sa-Lews

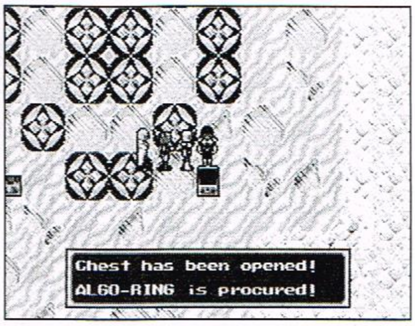
Entrance from 4



★ Just as before in the Strength Tower, you'll watch others get smashed by the boss.



★ Sa-Lews is virtually identical to De-Vars, the boss of Strength Tower. Give him the same whupping using Wren's Flare and Chaz's Rayblade while having Rika deal with your party's health. If you run out of Rayblade, use Nathu and Rune's Legion.



Chest has been opened!
ALGO-RING is procured!

★ When the boss is beaten, two chests will appear. They contain the Algo-Ring and the Rykr-Ring.

Ah, Protectors, you have
carried out your mission well.

★ When you've completed your quests for Le Roof, return to the Silence Temple and learn the story of the ages to find out how and why the Profound Darkness is at work.

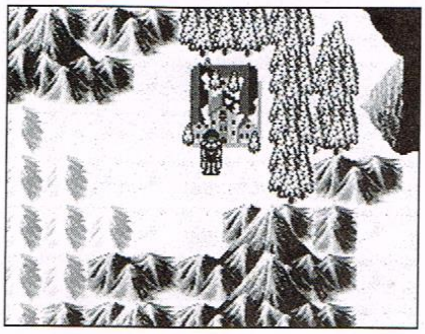
But there were fluctuations in
the strength of the seal.

★ You'll find out some unsettling things about your galaxy being the seal that keeps evil at bay.

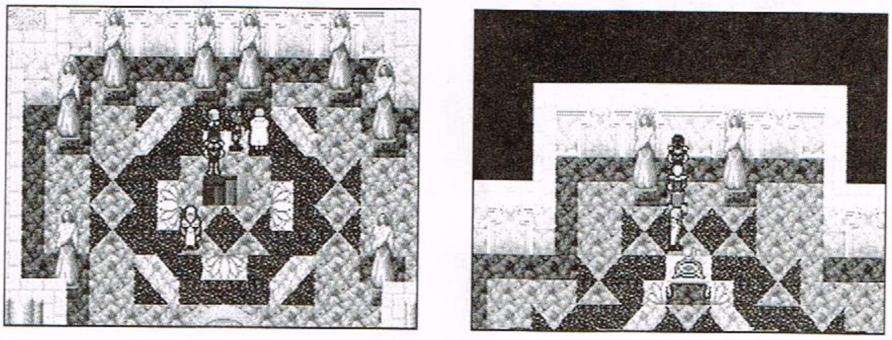
Let's go to the Esper Mansion.
The answer lies there!

★ Next, you are sent back to Esper Mansion.

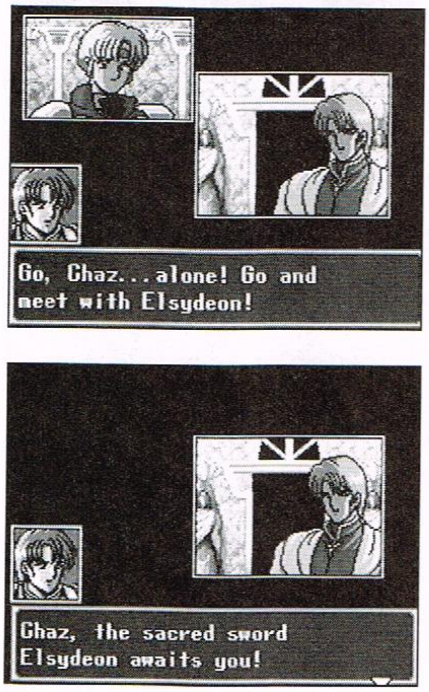
Elsydeon



★ Go back to the Esper Mansion for a major sword quest.



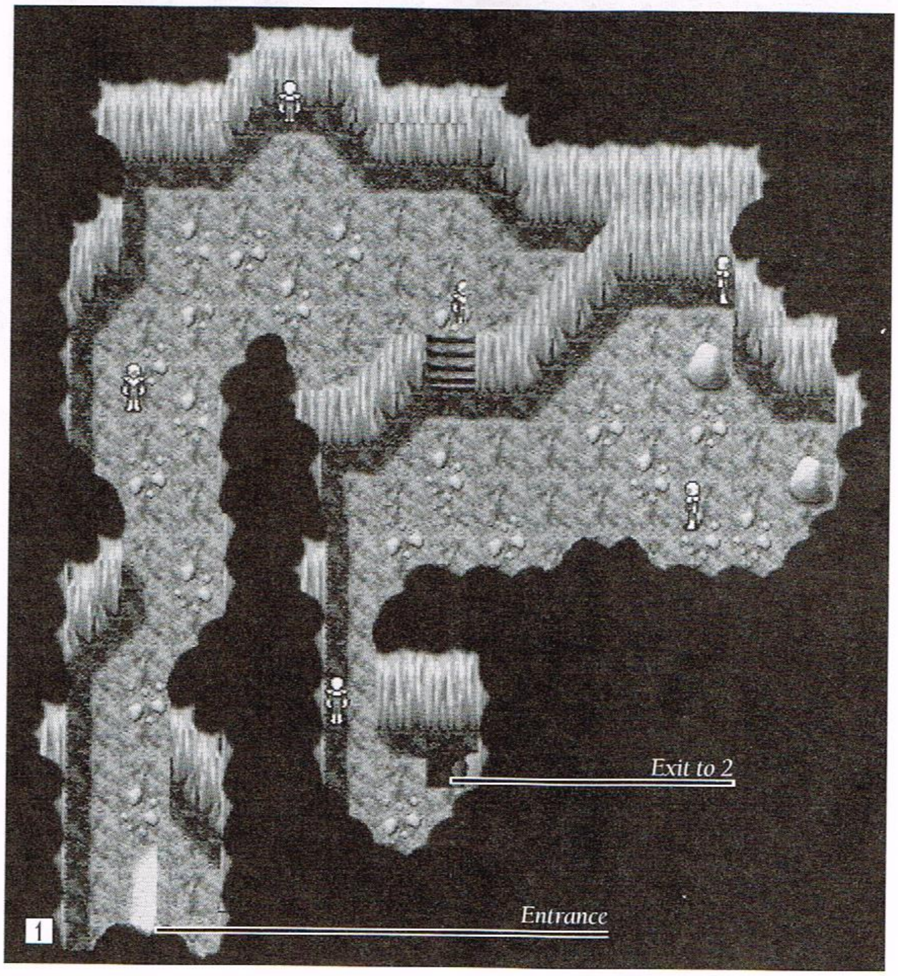
★ Head for the basement (where you previously learned about Lutz) and a wall will open for you.

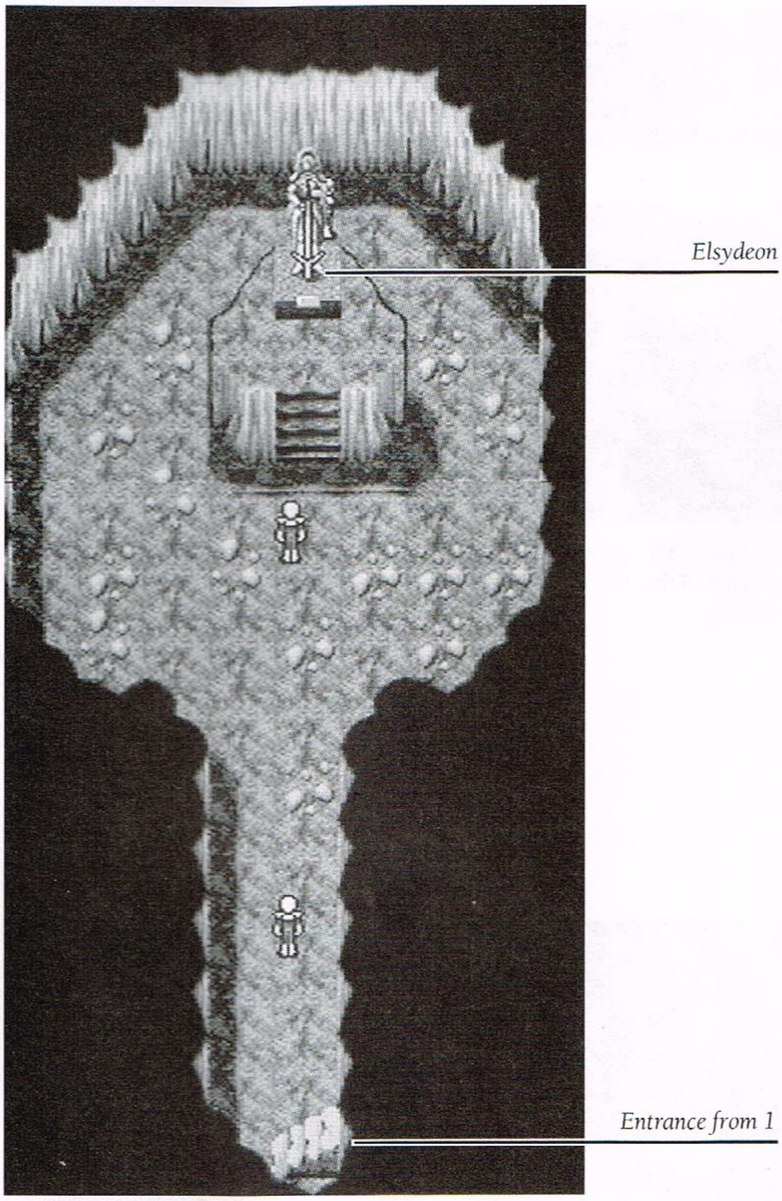


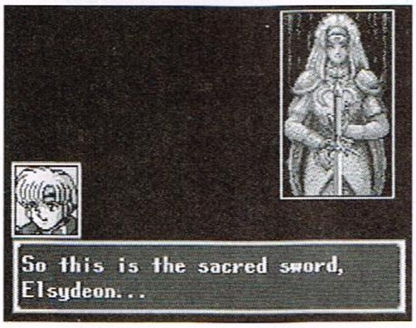
Go, Chaz...alone! Go and meet with Elsydeon!

Chaz, the sacred sword Elsydeon awaits you!

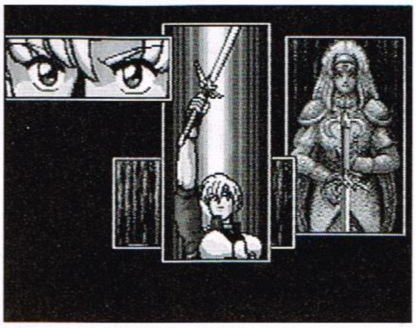
★ Chaz will have to do this quest alone.






So this is the sacred sword, Elsydeon...

★ The Keeper of the Sword looks suspiciously like Alis Lamdale.



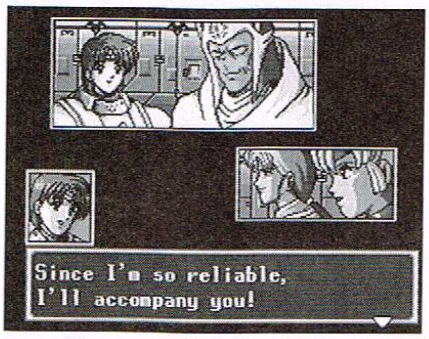
★ You got Elsydeon!

★ It turns out that all the guardians who have gone before (in previous Phantasy Star games) inhabit your new sword in spirit form.

Demi informs us that disaster has erupted on Motavia!

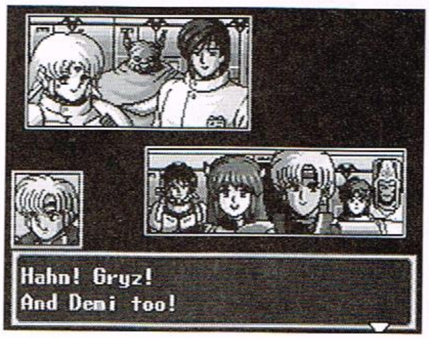
★ On completion of the sword quest, you are called back to Motavia. It seems that a major disaster is occurring.

Profound Darkness



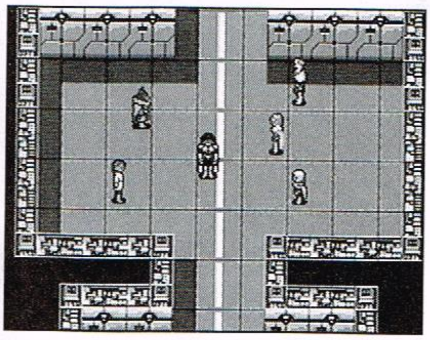
Since I'm so reliable,
I'll accompany you!

★ At the space port in Dezolis, you'll find that Raja and Kyra want to come along.

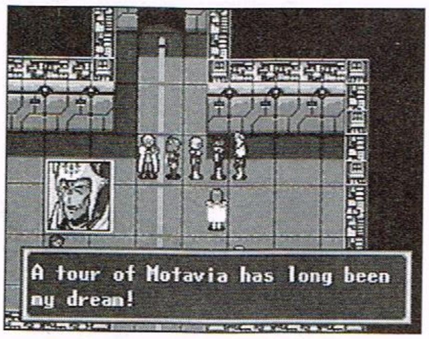


Hahn! Gryz!
And Demi too!

★ When you get to the space port on Motavia, you'll find that Hahn, Gryz, and Demi are waiting.

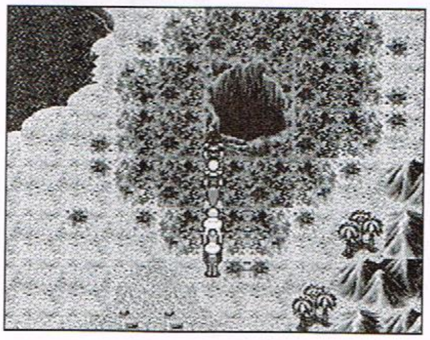


★ It looks like you've got some choices to make. You can only take one of your remaining five pals with you for the final battle. Who's it going to be? For fun, consider saving here and trying the battle with each.

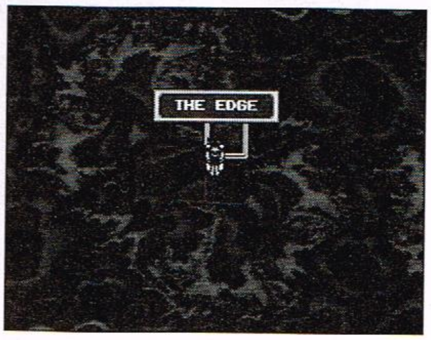


A tour of Motavia has long been
my dream!

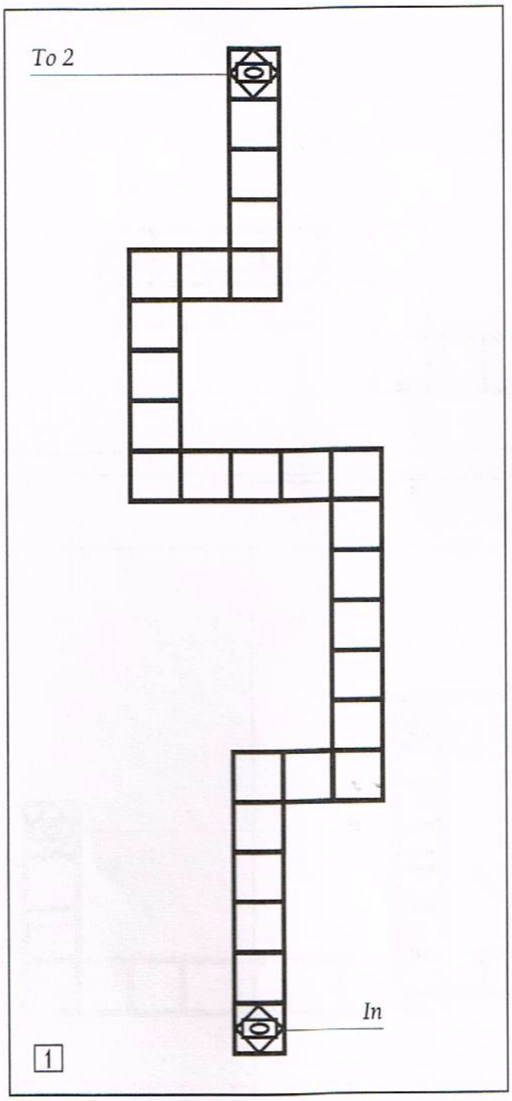
★ We prefer Raja because of his energy-restoring Skills and Techniques.

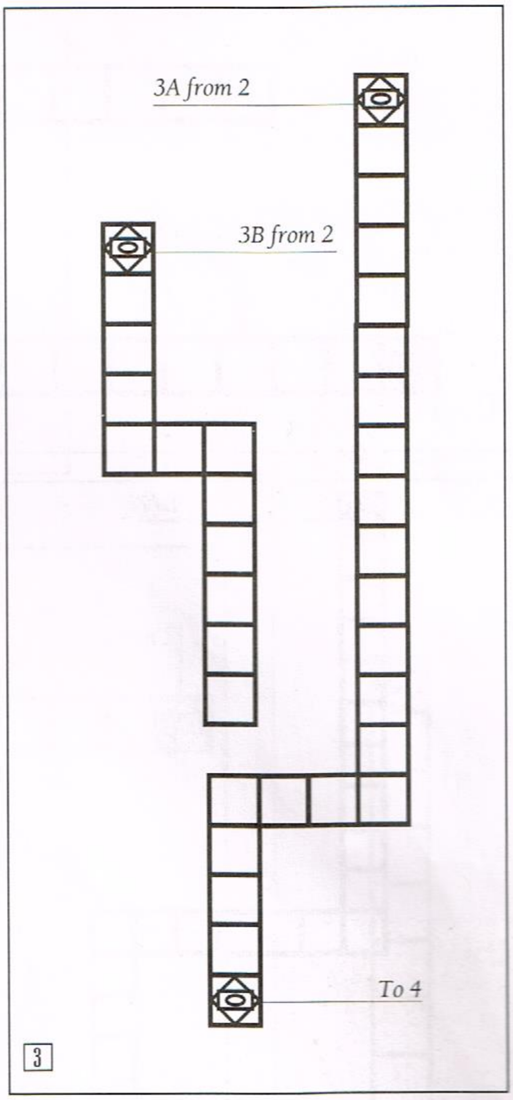


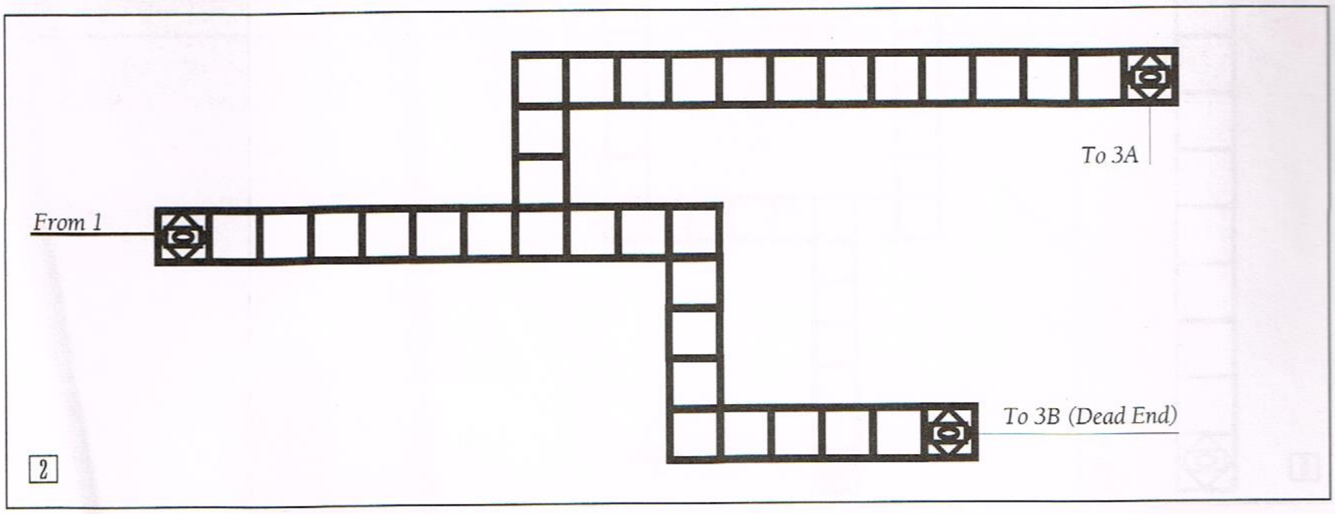
★ Just north of Piata you'll find a major new landmark fouling the scenery. Head on in.

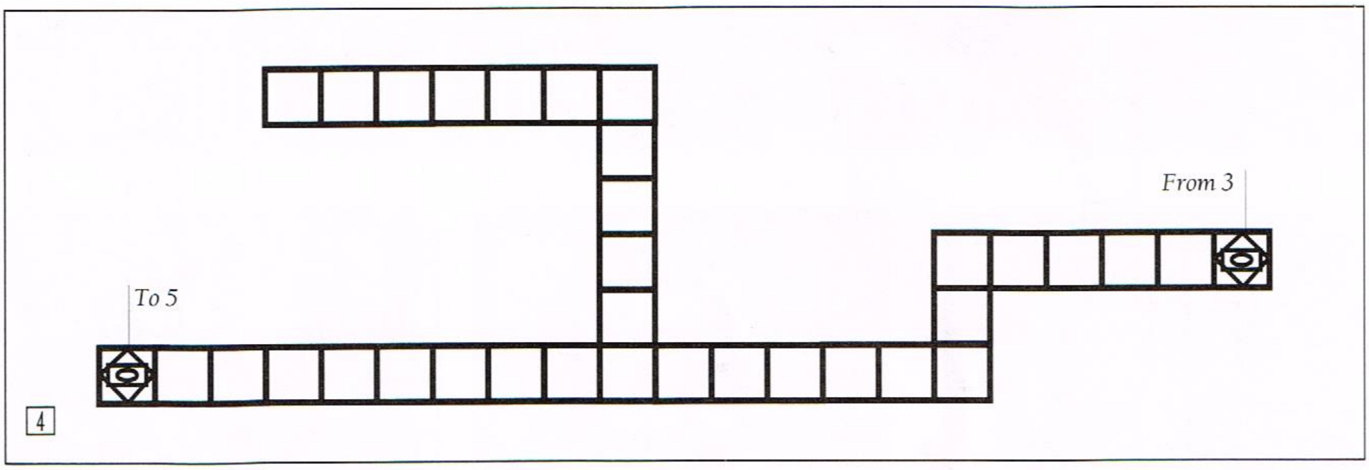


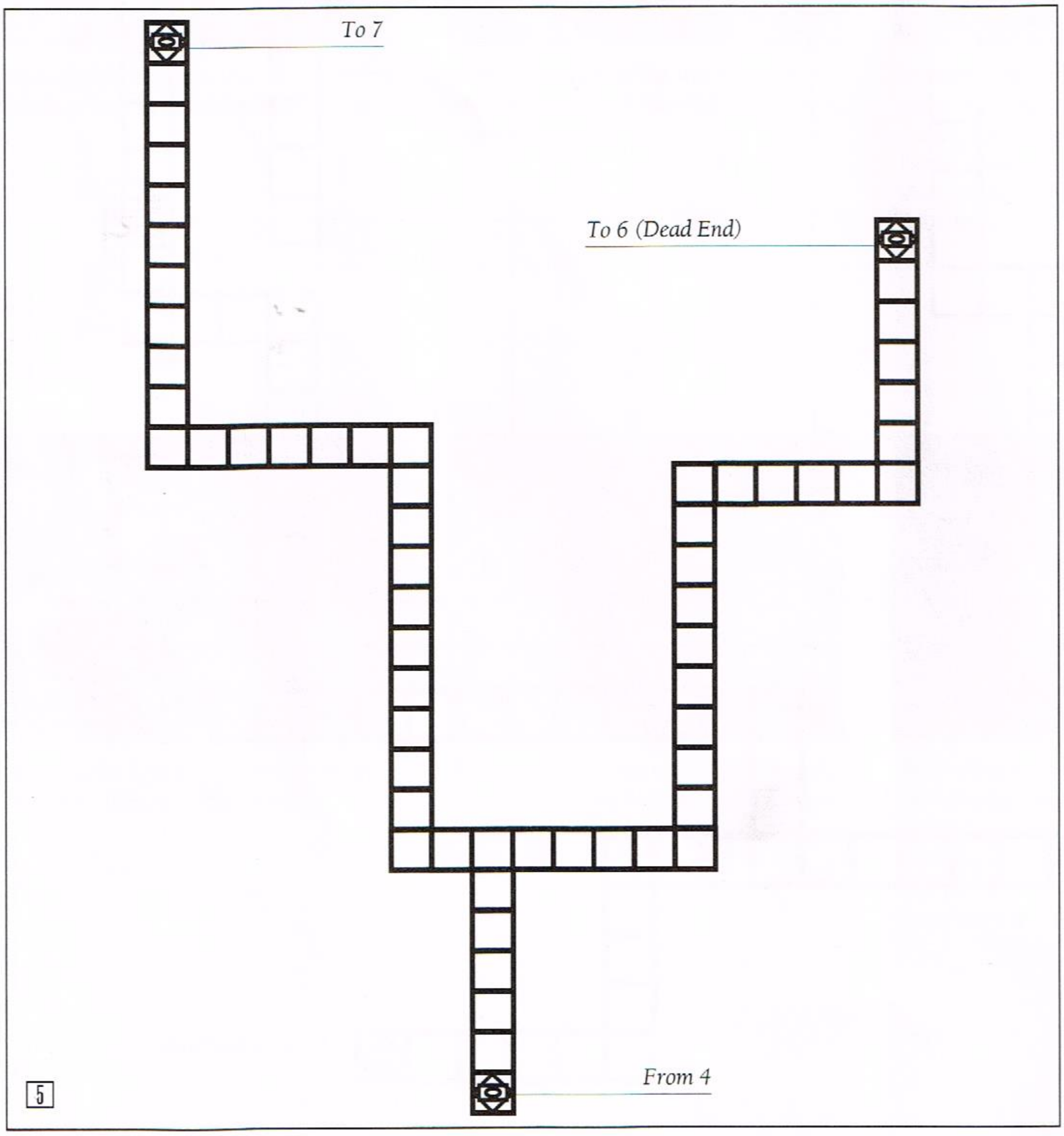
★ On entering, you'll find a fractal-based world called The Edge. Because of the shifting patterns in this colorful region, mapping with screenshots was impossible. We've recreated the grids your party travels so you won't be without a map.

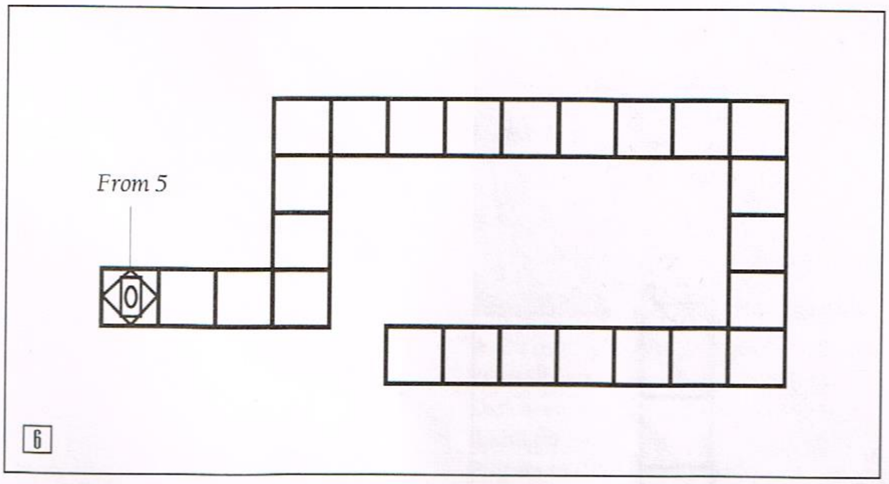

To 2
In
1

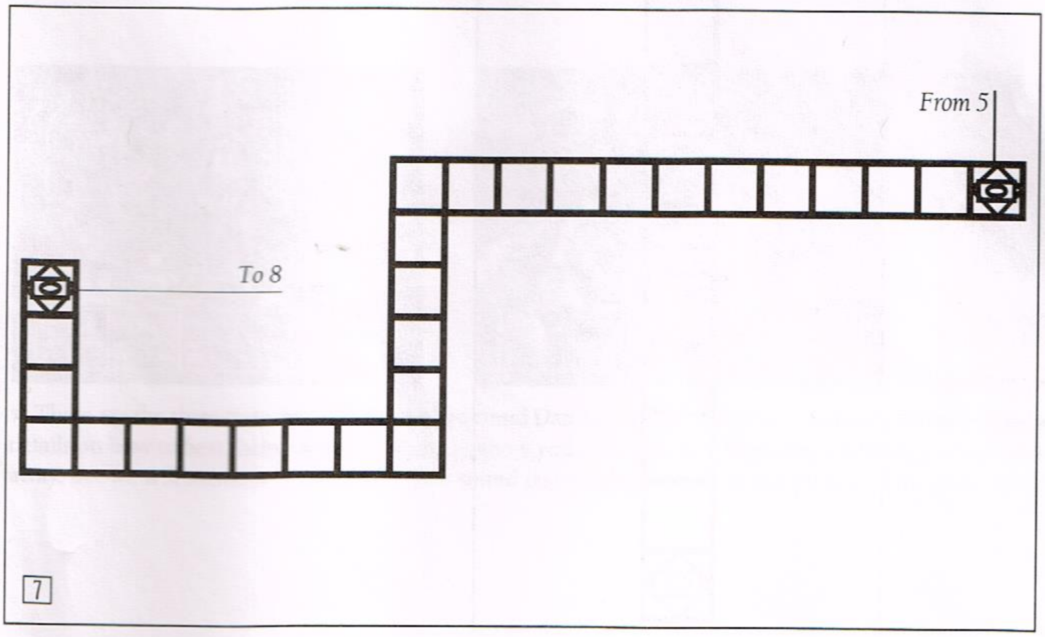

3A from 2
3B from 2
To 4
3

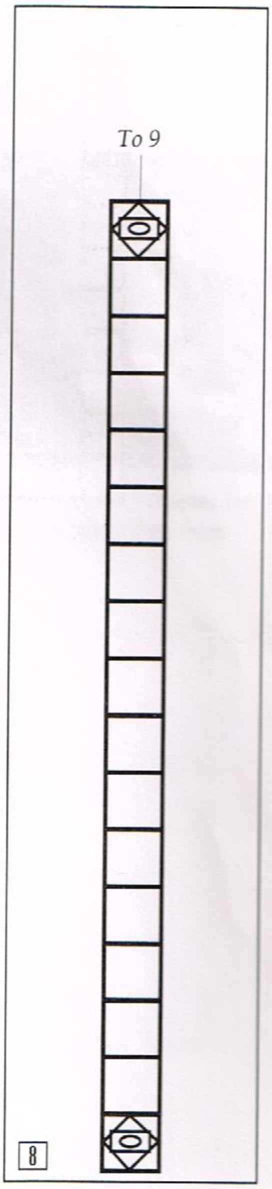

To 3A
From 1
To 3B (Dead End)
2

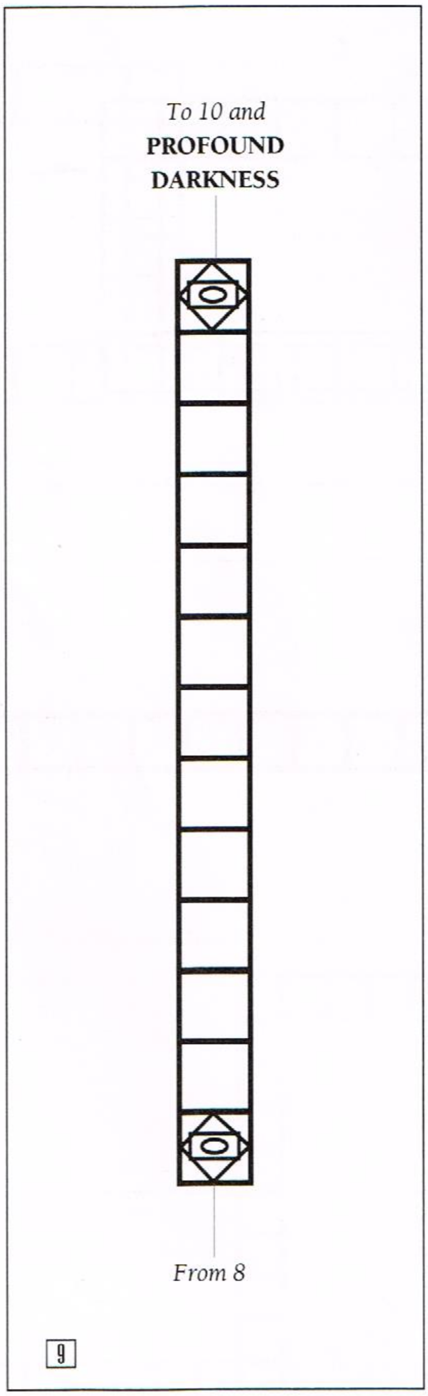

From 3
To 5
4

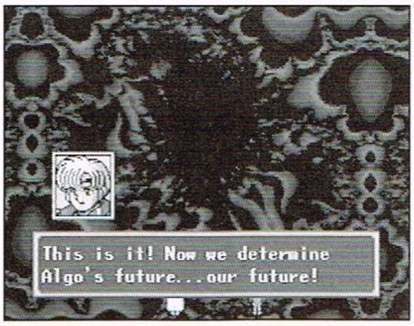

To 7
To 6 (Dead End)
From 4
5


From 5
6


From 5
To 8
7

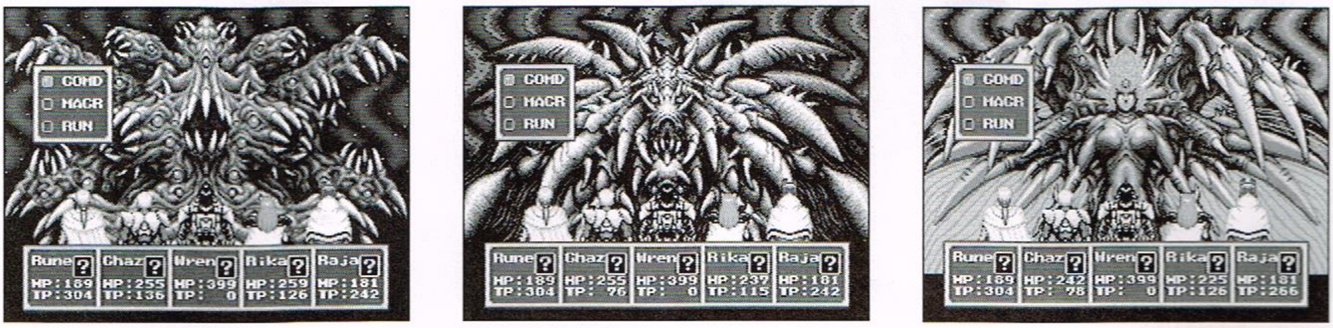

To 9
8


To 10 and
PROFOUND DARKNESS
From 8
9



This is it! Now we determine Algo's future...our future!

★ On exiting The Edge Level 9 you'll find yourself face to face with the Profound Darkness. You better hope you brought a flashlight (small joke...OK, very small). Prepare to destroy or be destroyed.


COMD
MACR
RUN
Rune HP:189 TP:304
Chaz HP:255 TP:136
Wren HP:399 TP: 0
Rika HP:259 TP:126
Raja HP:181 TP:242
COMD
MACR
RUN
Rune HP:189 TP:304
Chaz HP:255 TP: 76
Wren HP:399 TP: 0
Rika HP:237 TP:115
Raja HP:181 TP:242
COMD
MACR
RUN
Rune HP:189 TP:304
Chaz HP:242 TP: 78
Wren HP:399 TP: 0
Rika HP:225 TP:126
Raja HP:181 TP:266

★ These are the three incarnations that the Profound Darkness takes during your fierce final battle. Check out the Enemies chapter for details on how to beat them. We aren't going to show you any of the terrific ending cinematics — as it doesn't seem fair to give them away. But we will mention that there's a great sound test waiting for you on completion of the game. Good luck.

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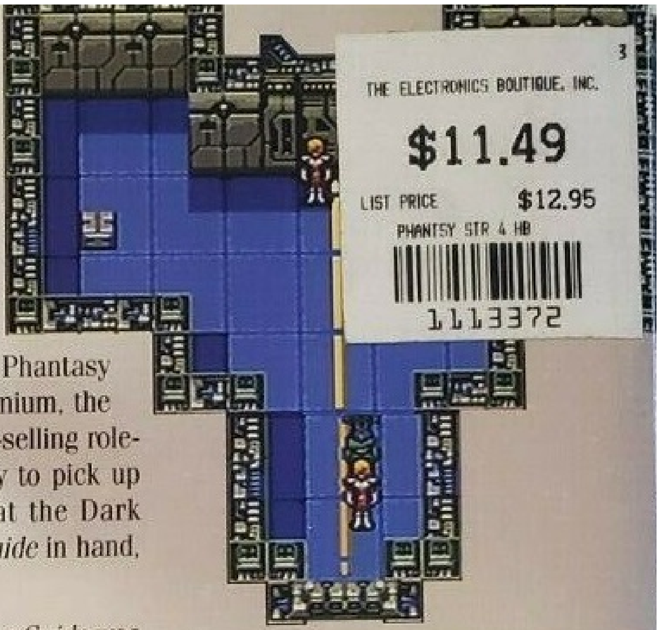

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THIS GUIDE IS THE DIFFERENCE BETWEEN SUCCESS AND PROFOUND DARKNESS

My name is Zio...
Zio the black magician.

Journey into the future with Phantasy Star IV: The End of the Millenium, the latest chapter in Sega's best-selling role-playing game series. Are you ready to pick up the Sword of Elsydeon and defeat the Dark Force? With this *Official Players Guide* in hand, success will be yours!

The *Phantasy Star IV Official Players Guide* was created by two *Sega Visions* magazine editors — a pair of hard-core Genesis veterans and RPGers who know what you need to win. They tell you where to find every item and weapon, how to find and beat every enemy and boss, and what's for sale in every Weapon, Tool, and Armor Shop. It's the most complete walk-through ever done on a Phantasy Star game. This *Guide* has it all.

And you'll need it all. Phantasy Star IV is the biggest role-playing game to ever appear on Genesis. Your journey takes you across three planets, to asteroids and space stations, up high into towers, and down deep into dungeons. Without this *Guide*, you could play the game and never discover the secret combination attacks. You might never break through Zio's Magic Barrier. Or find a way through the Carnivorous Forest. Or gain the fabled Sword of Elsydeon. Put this Guide into your adventurer's pack before you go. It could mean the difference between success and Profound Darkness.

SAND WORM
GOHD
HAGR
RUN
Gryz MP: 101 TP: 28
Chaz MP: 59 TP: 36
Alys MP: 92 TP: 61
Hahn MP: 73 TP: 75
Rika MP: 58 TP: 42

Rika MP: 116 TP: 69
Chaz MP: 117 TP: 62
Alys MP: 113 TP: 79
Gryz MP: 145 TP: 35
Hahn MP: 92 TP: 109

My god will not tolerate any life forms in Algo!

Moreover, the entrance to Tonoe is blocked by a large rock.

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